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PG. 24

Game Informer

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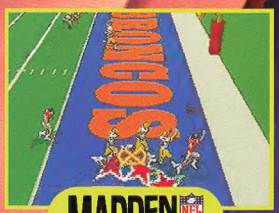

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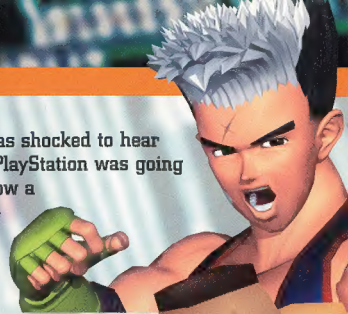

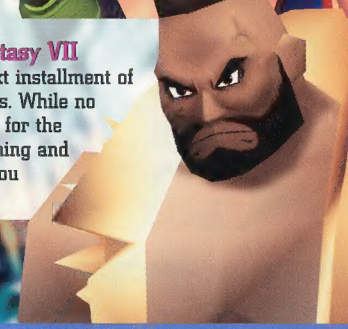

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LETTER FROM THE EDITOR

By Andrew McNamara

Gaming Like We've Never Gamed Before

First off, I'd like to thank Paul and the rest of the staff for finishing up the last issue without a bit of complaint. I, as you heard, had to run off to Japan to check out the latest software coming from the land of the rising sun.

The trip, sponsored by Sony, had us running around Tokyo checking out the latest in PlayStation software from Sony to Square to Namco. The highlight of the trip, of course, was *Final Fantasy VII* which could quite possibly be the greatest game I've ever seen. The graphics are amazing and the spell animations are almost impossible to explain.

But that's beside the point...what I'm ultimately working up to here is that while I was out on this trip I was very impressed by Sony's whole operation. Not only are they working on bringing out all the big hits, but they are also bringing out games that aren't destined to be "big sellers," but are equally as impressive. For example, *Carnage Heart*, which is a PC styled strategy game that allows you to program your mechs with an icon-based version of Basic, is a fantastic game; however, it will only appeal to hard-core gaming geeks (myself included). Two years ago, we would have never seen this game on our shores, and that is awesome.

Not only does a game like *Carnage Heart* open up the console market to gamers who would have thought it is childish and silly before, but it makes it possible for gamers to grow with their system. Yeah, little Johnny may like MK3 as a teenager, but when little Johnny becomes John he wants to put a little more thought into his gaming. Has Sony found the secret that will take console gaming to the next level, or are they just the first company to realize the power of their machine and use it to bring in new markets? Who knows... either way, it's great for gaming and gamers everywhere.

Well I guess that's about all I have to say for now, but make sure you check out the preview of *Carnage Heart* in this issue and I want to remind everybody to keep in touch. See-ya!

Andy

Greatest Hits

"Won't you be my alien? With the picture above I think that I can land some serious alien roles in Hollywood (Independence Day II: Reiner Attacks). Plus, exciting times are ahead for my band. Sega's given us the chance to create a Scud: The Disposable Assassin song that will either play during the game or credits. Other than being a resident freak, I've been spending my long days playing X-COM, Street Fighter Alpha 2, and listening to the marvelous Archers of Loaf!"

–Reiner, The Blue Suede Gamer

"Man, do I look good in polyester or what? Recently, I've been spending all my free time working on my new hair style and playing lots of sports games. Andretti, Madden, World Wide Soccer 2, and World Series Baseball II are easily the best in their respective fields. Otherwise, I've just been playing Tobal No.1 and the Final Fantasy VII demo. I don't know about you, but I can't wait for FF7 (I'm losing sleep). It looks like it's going to be the greatest game ever made. Adios, muchachos!"

–Andy, The Game Hombre

"I've been overwhelmed with the sudden appearance of all these great looking games. I keep saying: that's one of the best looking RPGs (FFVII), racers (Wipeout XL), fighters (Star Gladiator and Tobal) I've ever seen. I hate to pick a side but it looks like the PlayStation is going to win the holiday season if Nintendo and Sega don't start cranking out some killer titles fast. Carnage Heart and Master of Orion II have made this a great month for brain games as well. Remember, geeks are cool. That article in last month's issue proves it."

–Erik, The PC Jedi

"Undoubtedly, I'm a little bummed that Sega didn't come through with Sonic X-treme. I was so looking forward to a three-way mascot battle this fall (Mario would kick butt 'cuz the other two are just animals). My continuing quest for baseball games is almost over just as the season begins to close. I'm going to have to declare Triple Play the winner pretty soon, as Pennant Race has yet to materialize. Some new N64 games are on their way to the office, so look for some Star Wars action next month."

–Paul, The Game Professor

"Well, Andy's back from Japan and he's returned with the lowdown on a lot of spanking games. Remember, Japanese games will play on the US Saturns with the Saturn Game Shark, and U.S. PlayStation owners can use the disc swap technique. Don't be afraid of Japanese games and check out Motor Toon Grand Prix, Tobal, Bushido Blade, Final Fantasy VII, and Bomberman."

–Jon, The Greedy Gamer

"I kick butt! At the Sega Gamer's Day I managed to beat everyone at Bowling, Q-Zar, and my table even solved the murder mystery. Now I've got a Saturn and all I do is play NiGHTS and Virtua Cop. Also, if you get a chance, make sure you go out and play Sega's new shooter Gunblade. It's awesome!"

–Ryan, The Arcade Alchemist

Game Informer MAGAZINE

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DEAR GI

Where's All the Sprint Cars?

For the last five years I have owned a Sega Genesis. I enjoy some sports and racing games, but what ticks me off is that they don't have any Sprint Car racing games. Andretti Racing is difficult to find because it's the only game with Sprint Cars. And I believe the game could have been made much better. The Sprint Car league that most people are into is called "The World Of Outlaws." They call themselves "The Greatest Show on Dirt." With all the media coverage, I'm sure they would be behind a video game programmer 100%!

For the sake of Sprint Car fans everywhere, let these programmers hear your voice. We want a video game. If it were along the lines of Nascar on PC then it would certainly sell, especially if it were on the Sega Saturn or Sony PlayStation. If I were a programmer, I would be rich.

Lester Meissner
"A World of Outlaws Fan"
Columbia Heights, MN

Sorry Lester, but you're going to be disappointed once again. The new Andretti Racing for PlayStation has arrived and there are no sprint cars at all! We found ourselves asking the same question. Perhaps Sprint Cars are not as popular as you would think, or maybe they are too limited since they race strictly on ovals. In any event, they would have been a nice touch. Here's an idea - make Sprint Cars a hidden bonus game!!! We took these questions to EA, and they informed us that the reason there are no Sprint Cars in Andretti Racing is because their project is ambitious enough for now. In the interest of time, they couldn't include Sprint Cars, but they are considering them for next year.

Indeed, racing is the fastest growing sport in America, and Andretti racing is an awesome game. With this loyal following, there must be a considerable market for a Sprint Car game.

Visit the Upgrade Graveyard

Hi there folks! It's me again, Steve Sposato, "The Great American Headbanging Vid Wiz." Question #1 - Why aren't video game consoles as upgradeable as computers? Wouldn't it be more convenient if a company like Sega, Sony or Nintendo made their units with upgradeable CPU's and RAM? I know that if it was as good as the other units, I would have a tendency to take a closer look at the upgradeable one as opposed to the others. Question #2 - How did Game Informer come about? How did it start? How would someone like myself get started in creating my own magazine? I'm sixteen years old and I have access to the web, as well as PC resources at home and at school.

Steve "The Great American
Headbanging Vid Wiz" Sposato
Barnegat, NJ

Question #1 - Steve, the idea of upgradeable console machines has been running around the minds of video game companies since the days of Intellivision and Coleco. Both these companies actually created computer upgrades for their console machines, but they both failed miserably. The first problem with the theory is that, like home computers, you run into the problem of compatibility. There's nothing worst than buying a new game that doesn't work because this driver or that monitor isn't compatible with your software. Secondly, consumers get confused because this Intellivision game will work on their machine while this one will not. Finally, when an upgrade is added to a unit, outside of its original design, the cost usually exceeds that of the original unit because you need lots of expensive microchips to get just a little improvement. The solution - leave the expensive, power hungry, and confusing upgrades to PC owners and just make a more powerful console machine.

Question #2 - Ahhh...the roots of Game Informer. One day, a mighty being came down from the heavens and said, "let there be a gaming magazine that will bring truth, justice, and codes to video gamers across the globe!" Thus, Game Informer was made. Since then, we have been faithfully following the enlightened path to better gaming. So watch the skies and someday that mighty being may come down from the heavens and give you a magazine too.

Companies Try To Pick Themselves a Winner

First of all, I just want to say your magazine rules!!! I was reading Video Game Trivia for August '96, and on question #2 you asked, "What is the name of Sonic's foxy friend?" Your answer was "Tails". Well, his real name is Miles. Tails is his nickname. Speaking of Sonic, what is it with games and nosepicking these days? I'm talking about the nosepicking Sonic does in Sonic 3 while he's standing around. And in NBA Live it looks like there's a guy sitting on the bench picking his nose. There's also the nosepicking ending to Street Fighter II. In the ending of Flashback, the main character not only picks his nose, but picks all of his friends' noses too. The nosepicking scenes in today's games really disgust me.

Jacob "Your Biggest Fan" Patterson

If Reiner would stop picking his nose all day, maybe he'd know the real name of Sonic's sidekick. And you're right, we have always expressed disdain for "lowbrow" humor (unless of course Beavis and Butthead are behind it!). However, we find it hard to imagine that you would point out all these nose pickings without mentioning Boogerman by Interplay. That game's about as lowbrow as it gets! Look at it this way, don't you prefer nosepicking to flatulence or butt scratching?

Mine's Better Than Yours!

I have many friends who have many different consoles and each of them believes theirs is the best ever

made. I mean, how arrogant can these people get? One of them has a Saturn and he is always saying that the PlayStation is going down and all its games will be ported to the Saturn. My other friend who owns a PlayStation is always talking about how the Saturn has lame graphics. Personally, I see no difference between the two. My final complaint is that I have a friend who claims the Sega CD is better than both. Oh yeah, he also runs around in a lion skin and does cave paintings.

Corey Martin
Boonville, IN

This sounds like the old commercial, "Saturn...No, PS-X...Saturn...No, PS-X." Quite frankly, we're also tired of the old in your face, "my console rocks" competitions. As far as we're concerned, both systems have their strengths. With so many games coming out for both systems, it's impossible to say which port is better. Maybe we'll know more after this holiday season. As for your friend who wears lion skins, he probably finds himself hunting prehistoric Jaguars all day.

The Cat's in Hiding

For a long time I have wanted to buy an Atari Jaguar, but now I can't find it in the stores. Do you know where I can get one?

Alec
Phoenix, AZ

Yes...dress in a lion skin; take a class in cave painting, and talk to Tim (our production director). He'll sell ya' his!

ODE TO GAME INFORMER

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Chris "Da Brain" Hodges
Metropolitan School of Fine Arts
Chicago, IL

Who says the arts are dead? It's always a pleasure to discover a talented troubadour amidst the droves of slack driven slang speakers. But beware, Chris, the path of the arts is always precarious. You'll find yourself starving in a small apartment, wearing all black clothing, and worshipping a rose. But the great part is that girls love poets! Way to go Chris.

Wanted: Envelope Art

Enter the Game Informer Envelope Art Contest. All you need to do is draw, paint, scratch, spit or carve the best darn envelope art you can think of and send it to us. Please include your name, phone number, and return address on the back of the envelope. If you're the monthly winner, we'll feature your work in GI and you'll receive a video game prize from the Game Informer vault.

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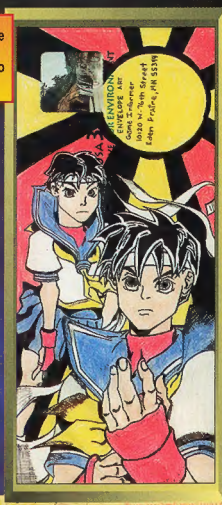
Carlton Selby, S.I. New York



Sakura's a lot like Cyndi Lauper – she just wants to have fun.

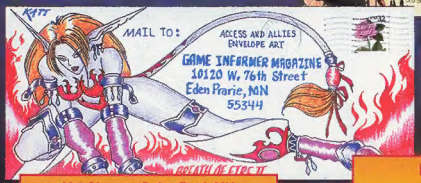
Giovanni Troncoso
Carrollton, TX
Don't let a Black Cat cross your path.

John Ausevich
Delair, NJ
Jim's a rootin', tootin', rocket scootin', gun shootin' worm.

Ma Nguyen
Pennsauken, NJ
This is the time in Mortal Kombat when we dance.

Amy King
Raytown, MO
I think she means business.

Brion Flaningam
Bristol, WI
Look at me; I'm made out of metal and I have this cool hammer.

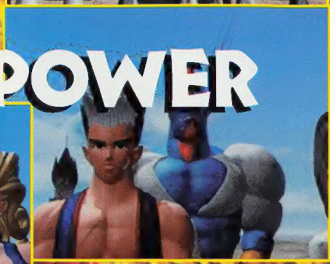


Yai Chang Saint Paul, MN
She takes our Breath of Fire 2 away.

Ryan Thompson
New York, NY
I don't know what he's shooting at, but I think it's dead.

TOBAL NO. 1

PURE POLYGON POWER

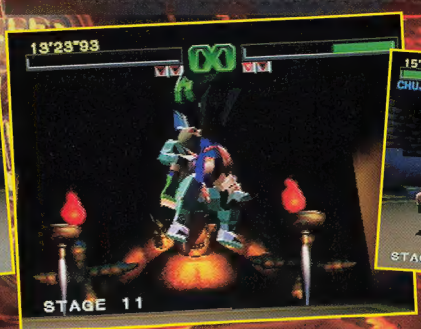


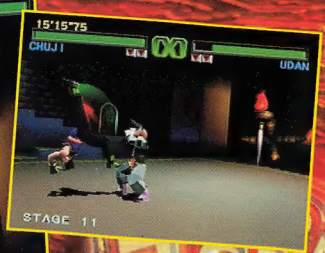
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighter (1-Player Quest Mode)
- **Special Features:** Motion Capture Animation, 1-Player Quest Mode, 640 x 480 Hi-Resolution Graphics, 60 Frames Per Second (FPS) Animation, Practice Mode, Survival Mode, Character Designs By Akira Toriyama, Three Difficulty Levels
- **Created by:** Dream Factory for Square Soft/Sony Computer Entertainment
- **Available:** November for Sony PlayStation

The Basics

The announcement last year that Square's first game for the PlayStation was going to be a fighting game rocked the video game world. And if you're going to do a fighting game you might as well do it right. In Square's usual fashion, they came back with the best. Square created the company Dream Factory. This band of fighting junkies is headed by Seiichi Ishii, who has had a hand in creating such games as Virtua Fighter, Virtua Racing (Arcade), Tekken, and Tekken 2. While this may read like a who's who of fighting games, this is Ishii-san's first game for Square and he had to do it right.

And we think you'll agree with us when we say that this game is truly revolutionary. It is the world's first fighting game to incorporate a 3D Quest mode, and if that's not enough, it's also the first console game to maneuver (not roll) in 3D space. So in actuality, this game is like two games in one – the standard fighting game, and the quest mode.





Dream Factory was able to incorporate these two game modes by creating the entire game in polygons. While there are a couple of textures on some of the characters and backgrounds, most of the graphics are displayed with standard gouraud-shaded polygons (...lots of them). While the graphics may look somewhat plain to the unskilled eye, they are quite the opposite. Tobal utilizes the PlayStation's hi-res mode to display the game in 640 x 480, while pumping out polys at 60 frames per second. It's truly a treat to see the animation that must be seen to be believed.

The Tournament Mode

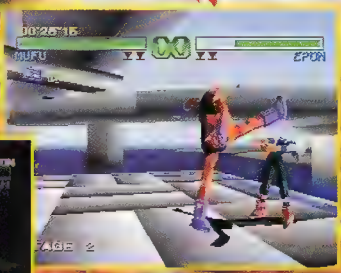
The Tournament Mode pits eight of the greatest fighters in the galaxy in a showdown for both pride and greed. The king of Tobal holds this tournament every year and gives the winner the honor of being the strongest fighter in the galaxy (as well as a huge cash prize). Like any fighting game, you must work your way through each of the fighters (and your double) before you can face Tobal's three boss characters: Mufu, Nork the Mysterious, and Emperor Udan.

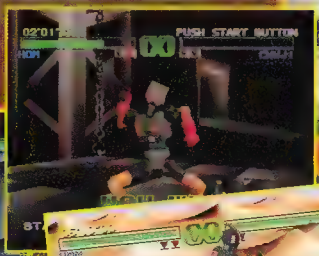
Each of the characters in Tobal No. 1 can do a number of combos, juggles, holds, reversals and throws. While there are no magical attacks like fireballs, there are lots of tricky moves. Tobal utilizes a special grappling system that allows you to push your opponent around while setting them up for different throws. You can grab your opponent by the body, arm or head. Once they're in your grasp you can do a number of different throws and attacks, but there's a catch: any of the throws or holds can be reversed. While a reversal is difficult to do, it does make for some interesting fighting and some excellent animation. Characters slide out of holds, reverse grabs, and basically grapple to gain position. And you can throw a reversal on a reversal. The game's producer, Darren Yager, stated that the office record at Sony is eight reversals in a row. So, as you can probably guess by now, grappling adds a whole new dimension to the fighting.

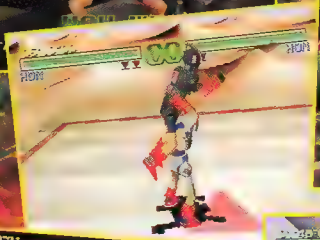
The combos and special attacks in Tobal No. 1 are a mix of Virtua Fighter and Tekken in that button sequences and certain combinations of buttons and the d-pad create each attack. Since the d-pad is primarily used to move your characters around in 3D space, block and jump have been moved to the top right and left button, respectively. Punches and kicks are translated through a three button system of a low, medium, and upper attack, however, since Tobal is 3D you can attack your opponent from any direction.

To move in 3D space you simply push the control pad in the direction you wish the character to go. Tap the d-pad twice and the characters will hop in that direction, hold it and the character will run. This is especially useful when it comes to avoiding a ring out, and surprisingly, it doesn't interrupt controller motions for special attacks (since the d-pad is secondary to the execution of moves).

Tobal also offers a couple of different play options in Tournament Mode, including a Survival mode (where you only get one life bar per continue), and a practice mode (for practicing, obviously).







TOBAL NO.1 MOVES LIST

Common Moves

- **Grab** - B + MA
- **Low Grab** - D + B + MA
- **Crouch** - Hold B + D
- **Jump Kick** - J + HA or MA
- **Somersault** - J + LA
- **Power Kick** - J, HA or MA or LA
- **Run** - T, T

Grapples

- **Grapple High** - B + MA
- **Grapple Low** - D + B + MA

Grapple Reversals

- **Reversal** - B + MA
- **Escape** - HA + MA + LA
- **Guard** - B

Common Forward Grabs

- **Push Forward** - T, T
- **Pull Backward** - A, A
- **Pull Sideways** - U, U or D, D
- **Pull Back** - F, A
- **Headbutt** - HA
- **Kidney Knee** - MA
- **Shin Kick** - LA

Common Neck Grab

- **Face Smash** - HA or MA or LA

Common Arm Grab

- **Neck Smash** - HA or MA or LA

Common Back Grab

- **Massive Kick** - HA or MA or LA

Costume Change

- Hold U while selecting a character

SNORK

- **Punch Combo** - HA, HA
- **Right Hook** - A + HA
- **Spinning Uppercut** - A + MA
- **Slam Jam** - T + MA, MA, MA
- **Low Backhand** - T + LA, LA
- **Low Uppercut** - T + LA, MA
- **Overhead Punch Combo** - T + LA, HA, HA
- **Uppercut** - A, A + MA
- **Knuckle Buster** - B + HA, HA, MA
- **Sweep** - B + LA

STANDARD HOLD

GREN KUTS

- **1-2-3** - HA, HA, HA
- **Three Hit** - HA, HA, MA
- **Strong Three Hit** - HA, MA, MA
- **Punch and Sweep** - HA, HA, LA
- **Double Punch and Kick** - HA, HA, HA, MA
- **Punch and Sweep #2** - HA, MA, LA
- **Foot Sweep** - T + LA or T, T + LA
- **Light Buster** - T + MA
- **Casual Kick** - T + HA
- **Royal Rolls** - A, A + MA or A, A + MA, MA or A, A + MA, LA, MA
- **Roundhouse** - T, T + MA
- **Gut Buster** - A + MA, or A + MA, MA or A + MA, LA
- **Giant Gut Smasher** - A + MA, T
- **Gut Smasher** - A + MA, D
- **Head Smash** - D, D + MA, MA or U, U + MA, MA
- **Sweep** - A + LA
- **Spin-O-Rama** - T, T + LA, MA
- **Triple Roundhouse** - B + HA, HA, HA
- **Assault Attack** - B + HA, HA, MA, MA
- **Combo #1** - B + HA, HA, MA, LA
- **Spin** - B + LA, MA
- **Casual Sweep** - B + D + LA
- **Rising Uppercut** - B + D, F + MA
- **Flashkick** - B + D, B + MA

FEI-PUSU

- **Heishi** - HA, HA, HA
- **Saki** - HA, HA, MA
- **Juki Na** - HA, MA, LA
- **Hougeki** - A + MA
- **Double Kick** - T, T + MA, MA or T, T + MA, MA, MA or T, T + MA, MA, LA
- **Tenshin Sou Kyaku** - A + LA, LA
- **Foot Thrust** - T, T + LA, MA
- **Light Foot Thrust** - T, T + MA
- **Round House** - T, T + HA
- **Hien** - A, A + MA or A, A + MA, LA, LA
- **Jumping Round House** - A + HA or A + HA, MA
- **Side Kick** - T + LA, LA or T + LA, MA
- **Fierce Hougeki** - A + MA, MA, MA, MA
- **Flailing Arms** - T + HA, MA, MA
- **Wall Kick** - T + MA
- **Block Combo #1** - B + HA, MA, MA
- **Crouch Sweep** - B + LA
- **Spinning Kick** - Down + B + HA

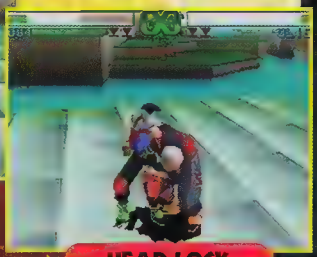
EPON

- **Utega** - HA, HA, HA
- **Litatosa** - HA, HA, MA or HA, HA, MA, MA
- **Dokitoso** - HA, MA, LA
- **Aurora Rain** - T, T + MA
- **Aurora Salt** - A + MA
- **Foot Sweep** - T, T + LA
- **Double Jump Kick** - T, T + HA
- **Triple Kick** - LA, MA, MA
- **Higher and Higher** - LA, MA, HA
- **Three Sweep** - LA, MA, LA
- **Aurora Hitesoa** - LA, HA
- **Uppercut** - A, A + MA
- **Crouching Sweep** - B + LA
- **Flying Kick** - T, T (Run) + MA
- **Aero Space** - B + HA, MA, MA
- **Roundhouse Sweep** - B + HA, LA
- **Utesoras** - T + MA
- **Knee Bash** - A + HA T, T + LA + HA
- **Round House** - A, A + HA
- **Ankle Punch** - T + LA
- **Heel Toe** - T + HA
- **Jumping Round House** - U, U + HA or D, D + HA
- **Spinning Round House** - U, U + MA or D, D + MA

CHUII-WU

- **Nifu Rasen** - U, U, U
- **High Mid Low** - U, MA, LA
- **Kokai** - T + MA
- **Backhand** - A + HA
- **Spinning Backhand** - U, HA, or D, HA
- **Crouch Sweep** - B + D + LA
- **Weak Sweep** - B + LA
- **Foot Sweep** - T + LA, MA
- **After Backhand** - HA, HA, HA or MA
- **After Failed Foot Sweep** - HA, HA, HA or MA or A + MA
- **Break Dance Foot Sweep** - A + LA
- **Chuu Ten Kyaku** - A + MA
- **Double Smash** - B + HA, HA
- **Forward Chuu Ten Kyaku** - A, A + MA
- **Jumping Side Kick** - T, T + MA
- **Jumping Flip Kick** - LA (While holding down J), T or A
- **Donkey Kick** - MA (While Turning)
- **Slide** - T, T (Run) + LA
- **Spinning Stealth** - T, T (Run) + MA

BACK GRAB



HEAD LOCK

EMPEROR UDAN

- **Mid Jab** - HA, MA
- **Roundhouse** - A + HA
- **Flashkick** - A + MA
- **Sweep** - A + LA
- **Spinning Highkick** - T + HA
- **Long Kick** - T + HA, HA
- **Backhand Uppercut** - T + MA
- **Swinging Sweep** - T + LA
- **Highkick** - A, A + HA
- **Long Highkick** - A, A + HA, HA
- **Headbutt** - A, A + MA
- **Dropkick** - A, A + MA, MA
- **Low Headbutt** - A, A + LA
- **Overhead Flipkick** - T, T + MA, MA
- **Low Drop** - T, T + LA
- **Side Cartwheel** - D, D + M or U, U + M
- **Jumping Stomp** - D, D + MA, MA or U, U + MA
- **Low Drop Side Step** - D, D + MA, LA or U, U + MA, LA
- **Rising Kick Combo** - B + HA, HA, MA
- **Sweep Combo** - B + HA, HA , LA
- **Backflip Combo** - B + HA, HA, LA, MA
- **Casual Sweep** - B + LA
- **Oh No** - D + B, T + MA
- **Oh My** - D + B, T + MA, MA
- **Forward Sweep** - T + LA
- **Jumping Stomp** - B + D, A + MA
- **Kickflip, Backflip** - T, D MA, MA
- **Drop Kick** - T, T (Run) + MA
- **Trip** - T, T (Run) + LA

MUFU

- **Triple Punch** - HA, HA, HA
- **Triple Kick** - MA, MA, MA
- **Scorpion Kick** - A + HA
- **Oyster Kicks** - A + MA, MA, MA
- **Hammer Combo** - T + HA, HA, HA, HA
- **Arm Stretch** - T + MA
- **Low Blows** - T + LA, LA, LA
- **Rising Spin Kick** - T + LA, MA
- **Backhand Uppercut** - A, A + MA
- **Roundhouse** - B + HA
- **Low Crescent** - B + LA

ILL-GOGA

- **Wild Rush** - HA, HA, HA
- **One-Two** - HA, MA
- **Bad Form** - HA, MA, LA
- **Punch & Kick** - HA, MA, LA or A + MA, LA
- **Mad Dog** - HA, LA, HA or HA, LA, LA, HA or HA, LA, LA, LA, HA
- **Mad Puppy** - LA, MA, MA, MA
- **Mad Tester** - T + LA, MA, MA or T + MA, LA, MA, MA
- **Tester Still Mad** - T + LA, HA, MA or T + MA, LA, HA, MA
- **Triple Head Butt** - T, T + HA, HA, HA
- **Head Butt and Kick** - T, T + HA, HA, LA or T, T + HA, LA
- **Spinning Tail Strike** - A + HA
- **Tail Snap** - A + MA, LA
- **Overhead Kick** - A + MA, HA
- **Assault** - T + MA, LA, LA
- **Double Hook** - F + LA, LA
- **Jabbing Westward** - F + LA, MA, MA
- **Uppercut** - A, A + MA
- **Boxing Dream** - B + HA, HA, MA
- **Thrust Combo** - B + HA, MA, MA
- **Sweep Combo** - B + HA, LA
- **Tails 'R' Us** - B + LA, MA, MA, MA
- **Casual Tail Sweep** - B + LA

MARY-IVONSKAYA

- **Drop Kick** - T, T + HA
- **Triple Fist** - HA, HA, HA
- **Knuckle Bomb** - T + MA
- **Russian Lariat** - A + MA
- **Full Russian Lariat** - A, A + MA
- **Tornado Hammer** - MA (While Running)
- **Punch and Foot Sweep** - A + HA, LA
- **Triple Ankle Kick** - T + LA, LA, LA
- **Ankle and Rib Kick** - T + LA, MA, MA
- **Ankle, Rib and Face Kick** - T + LA, MA, HA
- **Double Backhand** - A + HA, MA
- **Yutojaja** - HA, MA, LA
- **Leg Stomp** - T, T + MA
- **Jumping Back Kick** - B + HA
- **Sweep Tornado Smash** - B + LA, MA

OLIEMS

- **Tositio Sumo** - HA, HA, HA
- **Gorgan Soto** - HA, MA
- **Hetuso Maka** - HA, HA, MA
- **Cutter Hook** - T + HA
- **Sniper Shot** - T, T + MA
- **Tiger Thrust** - T + MA, MA
- **Gazelle Upper** - A + MA, MA or A + MA, MA, MA
- **Machine Gun Knuckle** - A + HA, HA, HA, HA, HA
- **Wide Swing** - A, A + MA
- **Backhand** - A, A + HA
- **Reverse Backhand** - A, A + HA
- **Triple Backhand** - T, T + HA, HA, HA
- **Backhand + Mid Body Attack** - T, T + HA, MA, MA
- **High and Low Backhand** - T, T + HA, LA
- **Yettosoto** - HA, MA, LA
- **Mid Body Thrust** - T + MA
- **Oto Moto Goto** - U, U + MA or D, D + MA
- **Yetti Zwei** - HA, HA, HA, HA, LA

HOM

- **Sakai Tofu** - HA, MA, LA
- **Tolella** - HA, HA, HA
- **Gert Buka** - MA, MA
- **Filler Trouse** - MA, HA
- **After Shock** - MA, HA, LA
- **Showboat** - HA, HA, MA, MA
- **Gert Soka** - HA, MA, MA
- **Naniwa Kick** - T + MA, MA
- **Something Neat** - T + MA, MA, HA, MA, HA, MA
- **Hi Ho Hi Ho** - T + LA, LA
- **Last Move** - T + LA, MA
- **Spinning Roundhouse** - T, T + HA
- **Fujiyama Kick** - A + MA
- **Low Crescent** - B + LA
- **Infinite Velocity** - B + HA, MA, MA, MA... (Infinite Hits)
- **Fujiyama Kick with Uppercut** - A + MA, MA
- **Fujiyama Kick With Foot Sweep** - A + MA, LA
- **Suicide** - D + J + B
- **Low Kick and Back Flip** - LA, LA, LA, MA

The Quest Mode

Tobal's Quest Mode is truly unique. You can play this mode as any character, and you can use any of their moves from the Tournament Mode. To make the Quest Mode into an adventure, the Dream Factory had to figure out how to combine all the classic elements of an adventure game with a fighter. To do this, they give your character the ability to pick-up, drop, and throw items that you find throughout the levels. There are crystals (money), potions, food, 1-ups and power-ups placed throughout the game. You can eat the food, throw poison at the enemies, and even buy and sell items.

You move around in dungeons just as you would in the tournament mode, except this time from a view just behind the character. As you explore each level you'll come across enemies that you must fight. At this point, the game slides back into a classic fighter allowing you to use all your moves and combos.

Inside Tobal's four dungeons you'll encounter all kinds of new nasties. There are moles, mad rats and ghouls that you must defeat. Of course, a quest game is worthless unless you have a goal, but Tobal's got that covered too. Your prize for solving each dungeon's maze is a bonus character that you can use in both the Quest and Tournament Modes. The first three dungeons enable you to play as the boss characters, and the fourth enables...well, if we told you we'd have to kill you. Actually, that's not true. At the time we went to press, we were unable to defeat the final dungeon. It's tough. It features over thirty levels of random (yes, we said random) mazes that you must battle your way through. We know for a fact that it enables another character, however, we are uncertain of his identity. Presumably, you get to take control of Tory, and Robo, a character from Dragon Ball Z.

MONEY

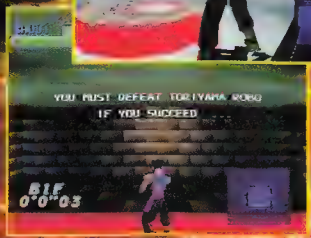
ATTACK

EXTRA LIVES

LIFE BAR

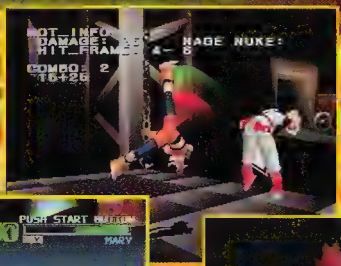
DEFENSE

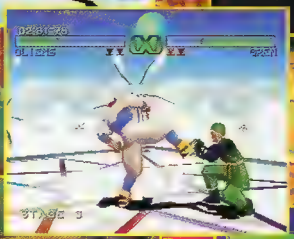
MAP



The Verdict

Tobal is an impressive fighter that brings many new elements to fighting. From the innovative play control to the ground-breaking quest mode, Tobal has a lot to offer fighting fanatics. While it does suffer from a rather short list of playable characters, it more than makes up for it with a Quest that not only entertains, but rewards. Watch for Tobal No.1 this November from two great companies that taste great together, Square and Sony.





Andy, The Game Hombre

Concept:	9.5
Graphics:	9
Sound:	9
Playability:	9
Entertainment:	8.75
OVERALL:	9

"At first glance the graphics in this game look somewhat unexciting (due to the lack of texture maps), but once you start playing you realize how fast and smooth the graphics really are. Next thing you know, you learn how to control the characters (which is somewhere between Tekken and VF) in 3D space and then, before you know it, you're hooked and playing for hours on end. And that's only the half of it, because you still have to master the quest mode (which is surprisingly ingenious). Overall, this game does suffer from a shortage of characters and weak endings, but it does have the most innovative play control I've seen in a long time and a quest mode you can't find anywhere else. Check it out!"

Reiner, The Raging Gamer

Concept:	9.25
Graphics:	8.75
Sound:	8.5
Playability:	9.25
Entertainment:	9
OVERALL:	9

"Tobal No.1 is a perfect blend of Virtua Fighter and Tekken. It is in fact the first true 3D PlayStation fighter, where you have complete freedom to roam all about the arena. Personally, I thought the graphics could have been better, but then again, I agree with Square Soft's move to make the game faster by dropping out most of the texture maps. It's fast baby! The animation is the best I've seen in any fighter (Tekken beware), and the control... oh the control! Man, games don't get much more exciting than this. You have a complete fighter with an adventure game on the side! What else do you want!?"

Paul, The Game Professor

Concept:	9.5
Graphics:	8
Sound:	9
Playability:	9
Entertainment:	8
OVERALL:	8.75

"Leave it up to Square to come through with an innovative fighting title right out of the chute. This game is definitely not much to look at, but it offers fast gameplay and a killer soundtrack. The moves are very intuitive and the grab counter moves are very original indeed. As for the Quest Mode, I think it's a great way to allow access to hidden characters. Again, it's not that appealing visually, but the challenge of it will make you play for a long time. Although it may not have the flash of Tekken 2, it's a solid and entertaining game."

▶ The Bottom Line 9

Game Informer's TOP TEN

Editor's Top Ten Console Games for October

10. *Tetris Attack – SNES*
9. *Die Hard Trilogy – PS-X*
8. *Ridge Racer Revolution – PS-X*
7. *Triple Play '97 – PS-X*
6. *Tekken 2 – PS-X*
5. *Crash Bandicoot – PS-X*
4. *Andretti Racing – PS-X*
3. *Tobal No. 1 – PS-X*
2. *Madden NFL '97 – PS-X, SS*
1. *Super Mario 64 – N64*

Reader's Top Ten for October

10. *Final Fantasy III – SNES*
9. *Ken Griffey's Winning Run – SNES*
8. *Marvel Super Heroes – Arcade*
7. *Tekken 2 – PS-X*
6. *Resident Evil – PS-X*
5. *Breath of Fire 2 – SNES*
4. *Virtua Fighter 2 – SS*
3. *Super Mario 64 – N64*
2. *Chrono Trigger – SNES*
1. *Super Mario RPG – SNES*

Top Ten Cross-overs You'll Never See

10. *Virtua Cop and Lemmings – It'd be fun to shoot those little buggers.*
9. *Tempest and Doom – Analog controller required.*
8. *Beavis and Butthead and Final Fantasy – Huh huh uh-huh. You said Esper.*
7. *NHL Hockey and Starfox – Mega Man Soccer watch out!*
6. *Tekken and Black Bass – Fight for a while, then wet a line. Competitive yet relaxing.*
5. *Ballz and PGA Tour – Which ball is mine?*
4. *Super Punch-Out and Metroid – Bald Bull Vs. Mother Brain?*
3. *Ridge Racer and Tetris – It's hard to keep your eyes on the road while playing a good game of Tetris.*
2. *Mortal Kombat and Pilotwings – The Gyrocopter Fatality is awesome!*
1. *Resident Evil and Kirby Super Star – Must... kill... Kirby!!!*

Game Informer is looking for your Top Ten favorite games. Please send your Top Tens to:
Game Informer Magazine • Attn: Top Ten
10120 West 76th Street • Eden Prairie, MN 55344
Everyone that enters every month will be entered in a drawing to win a GI Secret Access T-Shirt! So get writing!

Nintendo 64 Launches at $199

Nintendo of America announced that the price of the **Nintendo 64** will now be $199, a price drop of $50 from the originally announced $249.

Industry rumors had been circulating concerning the N64's pricing since both **Sony** and **Sega** announced their $199 price tag at May's Electronic Entertainment Expo. In what can almost be considered a last minute change, Nintendo informed retailers of the new pricing in the beginning of August. Nintendo, always one to keep secrets, did not officially announce the price drop to the public, but succumbed to the pressure as news of the pricing changes began to filter through the press.

The $199 N64 will definitely not be packaged with a game, but with N64 games priced around $60 to $70, we may see a N64 unit and game package introduced by some retailers for around $250. Nintendo denied that this would be the case.

Saturn Sonic Gets The Extreme Delay

The feisty blue mascot of **Sega** was scheduled to spin into the 32-bit world next month in ***Sonic X-Treme***. However, **Sega of America** announced that the **Saturn** Sonic title will not show up until late next year.

Apparently, the game was receiving a last minute overhaul when Sega announced the delay. "From the reaction we received at Gamer's Day, we decided to move the title back," stated Sega spokesperson Terry Tang. Ironically, the 3D worlds of *Sonic X-Treme* were barely present at the recent Sega event as it had only two semi-playable levels to "react" to.

To pacify those Saturn owners who need their Sonic fix is a game that wasn't even shown at Sega's press junket. ***Sonic 3D Blast*** (Saturn) is a translation of the new 16-bit Sonic title. It will appear on November 21 and offer enchanced graphics, better sound and a couple new zones.

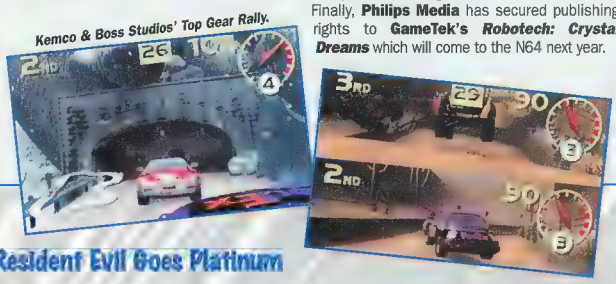
What's Hot!

N64's Game Line-Up Gets Jumbled

There have been some happenings in the **Nintendo 64** game line-up since we reported it to you last month. It now looks like only two games, ***PilotWings 64*** and ***Super Mario 64***, may make it to the store on September 30th as ***CruisN' USA*** has been pushed back to mid-November. ***Turok: Dinosaur Hunter*** looks as though it won't be made available until the middle of October. However, rumors have been circulating concerning ***WaveRace 64***, which was originally announced for November release. This title has already been released in Japan and may make an early appearance for the N64, but our sources say the release will be November 4.

In other N64 gaming news, Nintendo announced that ***Killer Instinct 64*** will now be called ***Killer Instinct Gold***. The Gold game will feature all the characters from both KI and KI 2 and will hit the stores on November 25. Interplay confirmed that it will be developing ***ClayFighter 3*** and ***Ultra Descent*** for release on the N64 next year. **Kemco** is publishing a racing game, developed by **Boss Studios**, entitled ***Top Gear Rally***, and **Vic Tokai** will develop an exclusive fighting game called ***Dark Rift***. The folks at **GTE** will release a crazy action/driving title called ***Ultra Combat***. Finally, **Philips Media** has secured publishing rights to **GameTek's** ***Robotech: Crystal Dreams*** which will come to the N64 next year.

Kemco & Boss Studios' Top Gear Rally.



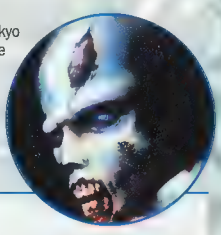
Resident Evil Goes Platinum

Capcom has deemed ***Resident Evil*** the "killer app" for the **Sony PlayStation**. In other words, Capcom says that Resident Evil is the application or software that is driving the public to buy the PS-X.

Capcom announced that it has now shipped more than a million units of the game worldwide and they hope to continue its sales dominance with a new marketing campaign for *Resident Evil* this fall. The hype surrounding *Resident Evil* will probably continue as information concerning its sequel has begun to leak from Japan.

The sequel to *Resident Evil* was introduced at the recent Tokyo Toy Show and sent the game to new extremes. More weapons, more enemies, and more of the gruesome carnage will once again have gamers on the edge of their seats. The game will replace Chris and Jill with two new members of the STARRS team and will be set in the familiar Raccoon City.

Resident Evil 2 (tentative title) is scheduled to appear in March of '97. Welcome back to the world of survival horror.



Is Saturn Linked to the Net?

At **Sega's** recent "Gamer's Day" held in Redwood City, CA, it was announced that the **Sega Saturn NetLink** was about to go into production, but further investigation by **Game Informer** revealed that the **NetLink** has been delayed indefinitely.

The NetLink modem peripheral (See GI News, July '96) for the Saturn was scheduled to be released before the end of the year for $199. It was to be packaged with a CD-ROM that would have included software allowing access to the World Wide Web. A disk drive and keyboard attachment are supposedly in the works as well.

The question that lingered at the "Gamer's Day" was the availability of games that are compatible with the NetLink. There was not a single game spoken of or announced at the "Gamer's Day" event. However, it was announced that Sega held a developers' conference for third parties interested in developing for the NetLink. At May's Electronic Entertainment Expo, Sega announced a number of games including ***Baku Baku***, ***Virtual On***, and **Virgin's** ***Command & Conquer*** as NetLink games. However, there was no mention of them at the recent visit to Sega.

It looks as if Sega doesn't want another **32X** on their hands, so it is probably a smart decision to delay the release of the NetLink until a healthy supply of games can be made available.

Psygnosis Signs on the Dotted Line

Psygnosis has signed a one year extension to their current development contract with **Sony Computer Entertainment America**. Psygnosis is Europe's leading developer of **PlayStation titles**. Looking to leverage their position in the US market, Psygnosis will keep bringing on the hits. Riding high on the success of *Destruction Derby* and *Wipeout*, titles under development include the sequels – ***Wipeout XL*** and ***Destruction Derby 2***, as well as ***Formula 1***, ***Thunder Truck Rally***, ***Adidas Power Soccer***, ***Codename Tenka***, ***Discworld 2***, ***The City of Lost Children*** and the ***Island of Dr. Moreau***.

Williams Introducing Hangtime Update

Williams will be introducing a new version of their ***NBA Hangtime*** arcade machine in the form of ***Maximum Hangtime***. This game will feature an expanded roster that includes numerous rookies and will also introduce trades to the game. The gameplay will be tweaked to offer new dunks and moves. If you can't get enough of that two-on-two action, look for this game coming to arcades soon.

Namco Museum Grows In Volumes

Namco Hometek has announced some of the games that will comprise the future of the **Namco Museum** compilation CD's for the **Sony PlayStation**. Look for classic arcade ports such as ***Galaxian***, ***Ms. Pac-man***, ***Dig Dug***, ***Pole Position II***, ***Pac-Land***, ***Assault***, and more (yet to be determined) arcade relics to grace volumes 2–5.

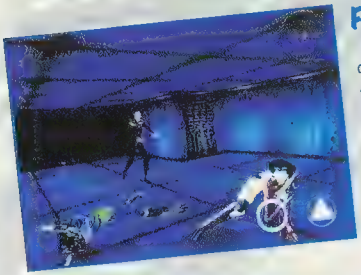
Is Saturn Doomed?

The long wait is over for **Sega Saturn** owners as **GT Interactive** will be releasing **id Software's** ***Doom*** this month. It promises to include all the original Doom levels that have made this an instant classic. GTI will also be bringing id's ***Hexen: Beyond Heretic*** to the Saturn. This game should hit in early October.

GI news

MechWarrior 2 for Saturn

Activision released some preliminary beta footage of an upcoming **Saturn** game ***MechWarrior 2***. The game development is still very early, but the game promises to come with many of the features that made the PC version popular. It may even have **NetLink** capabilities for multi-player network play. Look for this game coming in the spring.



Flux Those Muscles

Here's yet another title that is trying to capitalize on the fame of *Resident Evil*. **MTV's *Aeon Flux***, whom you've probably seen on Liquid Television or in her own half hour show, has entered the 3D video game world with guns ablazin'! Viacom is nearing completion on this title. All we can comment on, other than its cool looks, is that it has the appearance of a *Resident Evil* clone. Take a look at this new shot; make your own judgments, and be here for more info in the following months.

Classics Attic – Hall of Fame

Recall the games of yesterday with our monthly glance into the infancy of gamedom. To be sure, we won't list the obvious classics like the Super Mario series, Contra, or Zelda. We are delving deep into the void of obscure, yet entertaining games of the past. See how many of these gems you can remember.

Castlevania – NES
Goal – NES
Ultima: Exodus – NES
Tutenkham – Arcade
Bonk – TG-16
Sword of Vermillion – SG
Revenge of Shinobi – SG
Kaboom! – Atari 2600
Electro Cop – Atari Lynx
Electronic Quarterback – Coleco Handheld
Miner 2049er – Game Boy
Ristar – Game Gear
Top Gear – SNES
Ignition Factor – SNES
Zombies Ate My Neighbors – SNES

Scud Inertia

Sega Soft debuted ***Scud: The Disposable Assassin*** at the recent Sega "Gamer's Day" with a hearty thanks going out to the **Game Informer** staff for our role in making it happen.

Last January, Game Informer first reported on the possibilities of **Fire Man Press'** comic book character making its way to video games. The article apparently got the attention of Scud's creator **Rob Schrab** and set the gaming wheels in motion. "It would be nice if we could work with other game magazines in the same way," stated one Sega Soft official.

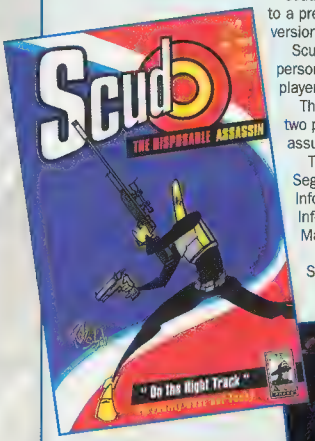
Scud: The Disposable Assassin is currently being developed for the **Sega Saturn** and **PC**. According to a press release, it is also making its way to the **Sony PlayStation**. Sega Soft played down the PS-X version, but it sounds like Scud will be Sega Soft's first venture on the PlayStation.

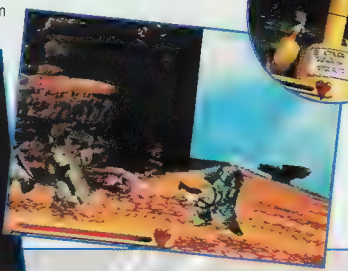
Scud will be filled with tons of gaming options. Two game modes – side scrolling action and first person shooter – bring Rob Schrab's comic creation to life. Both modes support simultaneous two-player action, where player one commands Scud and player two controls Dry Wall (that zipper guy).

The shooter mode will allow the player to utilize a friend's help, or go "John Woo style" by packin' two pistols simultaneously. Whether a gun is being made specifically for this title is unconfirmed. Rest assured, there will be plenty of gun play.

To show their great appreciation for Game Informer's role in making the game happen, Sega Soft has said that we will be included in the game. You'll be able to see the Game Informer office of the future and possibly a few cameos from the staff. Game Informer editor **Andy McNamara** is also working with his band, Unbelievable Jolly Machine, on a song for the game's soundtrack.

Look for Scud by the end of the year from Sega Soft.





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Gamer Crowned National Champion

Minneapolis, MN – **Michael Tang**, 14, of San Jose, CA was crowned national champion at **FuncoLand's National Video Game Championships** at the Mall of America. Tang took home a $25,000 scholarship by beating out twelve other regional representatives playing **Sony Computer Entertainment's** title ***Crash Bandicoot***.

The thirteen competitors drew their spots in four championship flights and were given ten minutes to play Crash Bandicoot while accumulating mangos (1pt.), lives (100 pts.), and gems (400 pts.). The point leaders in each of the flights then advanced to the semi-finals. **Tang**, **Winer Raymond** of Boston, MA, **Jimmy Nguyen** of Houston, TX and **Tom Strickland** of East Lansing, MI came out of the first round with victories. Strickland led first round scores with 2751 points. The semifinals featured head to head match-ups of Nguyen vs. Raymond and Tang vs. Strickland. The first semi round was very tight with Nguyen scoring 1739 points to Raymond's 1438. The second semi was a points fest that saw Tang cruising to a score of 2920 while Strickland struggled a little and came in with a score of 2015. The final pairing featuring Tang and Nguyen proved to be an exciting match-up. Both of the two finalists played the first level flawlessly and collected the first gem at virtually the same time with the slight advantage going to Nguyen. As the clock ticked and the next two levels unfolded, Tang's machine-like skills started to show. He blew through levels two and three as Nguyen ran into some snags. Tang then proceeded to motor his way through the fourth level, collecting his second gem. Tang earned the scholarship and a guest review in **Game Informer** magazine by scoring a tournament high 2924 points with Nguyen scoring 2299 points.

Michael Tang celebrates after winning FuncoLand's National Video Game Chapionships.

Even though there would ultimately be only one winner in FuncoLand's National Video Game Championship, none of the competitors left empty handed. Besides each competitor winning their respective city championships and earning a free trip to the Mall of America, all competitors won PlayStations, games, and a variety of other goodies courtesy of FuncoLand, Sony Computer Entertainment America, Game Informer, and GamePro. A mini ***Ridge Racer*** tournament was also held with **William Billich** of Chicago, IL taking home every PlayStation game release for the next six months.

Look for Tang's national championship review in an upcoming issue of Game Informer.

The contestants prepare for the afternoon's competition.

Game Informer's Site O' The Month

Shamelessly stolen from

Game Genie Code Creator's Club
http://www.illuminet.net/~strato/GGCCC/

If you're looking for more codes for the Game Genie, this is the place to go.

VIDEO GAME TRIVIA

1. What was the very first game that starred a marsupial?
2. True or False? Final Fantasy III is actually Final Fantasy V in Japan?
3. Who was the first third-party developer to produce software for the Atari 2600?
4. After being rejected by Sega, what three titles did Electronic Arts develop without a license for the Sega Genesis?
5. Who starred in the first Saturday morning cartoon based on a video game?

(Answers on the bottom of page 19)

What's Hot!

This Electronic Arts/Psygnosis action/platform title appeared on store shelves in 1992 with the slogan "A Real Knightmare." What game is it?

(Answer on the bottom of page 19)

Yet Another Mortal Kombat Explosion!!!

Williams Entertainment has been working hard to make ***Mortal Kombat Trilogy*** the biggest and best MK title to date. This highly anticipated title, which co-creator John Tobias calls, "the best MK ever," will land on the **Nintendo64**, **Sony PlayStation** and **Sega Saturn** very soon. In the August issue, we gave you a sneak peek at MKT, but a recent visit to Williams HQ showed us that we didn't have the whole story. Williams went back and made some dramatic changes to MKT.

First of all, there's a new 'ality in the game and it's huge! Everyone put your hands together for the **BRUTALITY!** The GI representative who visited Williams was the only reporter to sneak behind closed doors and see a Brutality in action. The response – awesome! It appears that during the "Finish Him/Her" screen the victorious character inputs a very large key command to make their character (in this case Sektor) do a massive combo (fifty hits?). The last hit makes the opposition explode! Once all the limbs and racks of ribs have landed, gigantic metallic letters fall upon the screen exposing the word "Brutality."

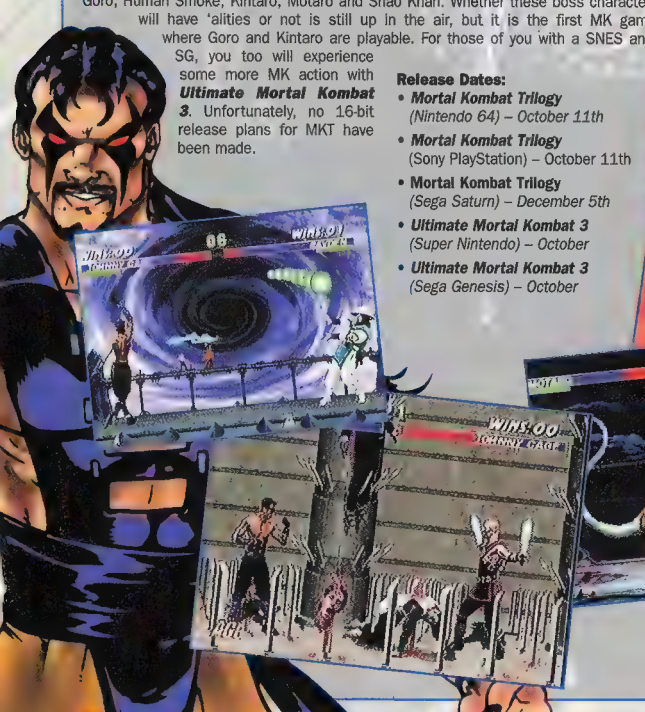
With Kombat Kodes and Special Secrets, players will unlock a total of 32 playable Kombatants.

In the characters themselves, there have been some massive changes as well. There is no longer a Sub-Zero and Classic Sub-Zero. Williams combined all the moves of both characters into the Classic Sub-Zero body. Popsickle boy just became more powerful! Plus, we all knew that MKT wouldn't be complete without the addition of Johnny Cage. He's back, and he's oh so cool. He fits right into the MK3 formula with combos, new 'alities, and new moves. Other revamped characters are Rayden and Baraka, who each have new combos and one new move.

Now the moment of truth – the hidden characters...in alphabetical order they are: Goro, Human Smoke, Kintaro, Motaro and Shao Khan. Whether these boss characters will have 'alities or not is still up in the air, but it is the first MK game where Goro and Kintaro are playable. For those of you with a SNES and SG, you too will experience some more MK action with ***Ultimate Mortal Kombat 3***. Unfortunately, no 16-bit release plans for MKT have been made.

Release Dates:

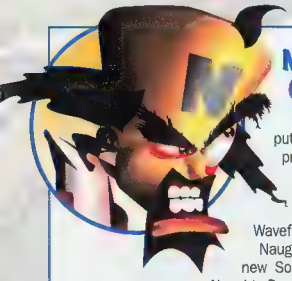
- ***Mortal Kombat Trilogy*** *(Nintendo 64) – October 11th*
- ***Mortal Kombat Trilogy*** (Sony PlayStation) – October 11th
- **Mortal Kombat Trilogy** *(Sega Saturn) – December 5th*
- ***Ultimate Mortal Kombat 3*** *(Super Nintendo) – October*
- ***Ultimate Mortal Kombat 3*** *(Sega Genesis) – October*



Find Your Zone

Konami has released the first screens of their upcoming basketball sequel aptly entitled ***NBA In The Zone 2***. The **Sony PlayStation** game will appear in stores in a couple of months and will include many of the key features missing from the first installment. A full season mode, 12-man teams with substitutions and trades will all be available.

Konami is saying this will be the best looking and playing basketball simulation on the PS-X.



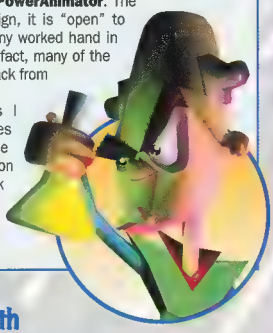
Naughty Dog Catches the Wave

tech talk

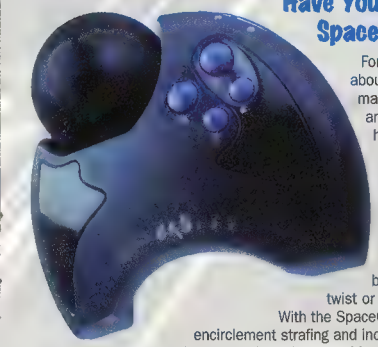
To anyone who works with computer graphics – be they advertisers, Hollywood directors, or video game producers, the name **Alias | Wavefront** is synonymous with state of the art, computer based animation. From recent box office hits such as ***Twister*** and ***Independence Day***, to **Pepsi** commercials, to the new ***Crash Bandicoot*** game from **Naughty Dog** and **Sony**, Alias | Wavefront has played an integral part in their effects and animation.

Naughty Dog credits Alias | Wavefront with the impending success of their new Sony mascot – Crash Bandicoot. To achieve a pre-rendered sprite look, Naughty Dog used a software package entitled **PowerAnimator**. The reason companies prefer this software is that, by nature of its design, it is "open" to improvements and input by individual users. For example, the company worked hand in hand with Naughty Dog, tailoring the software to fit specific needs. In fact, many of the new polygon tools within PowerAnimator were the result of direct feedback from the Naughty Dog studios.

Another reason behind PowerAnimator's success is that Alias | Wavefront is a subsidiary of **Silicon Graphics**. Silicon Graphics produces the **SGI workstations** used in the video game industry. These workstations hold the power to create and manipulate up to a million polygons at a given moment. Thus, PowerAnimator is designed to work in conjunction with Silicon Graphics workstations. The question, of course, is when are these powerful tools going to be applied to a virtual reality setting rather than a pseudo-3D action/platform????



Have Yourself a Ball with Spacetec's New SpaceOrb



Forget about analog directionals. Throw away everything you know about Trackballs. Don't even consider a digital D-Pad. Well, all this may be a little extreme, but gamers everywhere will want to keep an eye on **Spacetec's** new **SpaceOrb 3D controller**. Spacetec has joined forces with **ASCII Entertainment Software, Inc.** in producing a brand new, state of the art 3D controller for the Sony PlayStation.

Using their patented **Spaceball PowerSensor** and **Eclipse – 1 ASIC** technologies, Spacetec's SpaceOrb is the first fully rotatable, multi-directional 3D 32-bit controller. The benefits of the SpaceOrb are boundless. Along with simultaneous six axis, 360° movement, the SpaceOrb offers incredible variations in speed of movement. Players can push, pull, twist or spin the orb in order to move at 1024 different speeds!

With the SpaceOrb, moves can be combined into killer combo actions such as encirclement strafing and indefensible death blossoms. With access to over 1000 levels of speed, players can inch down corridors or run at a full out sprint. From fight games to flight sims to 3D action/platforms, the SpaceOrb just might change everything we've believed about controllers so far. The SpaceOrb is available now for **Sony PlayStation** at an MSRP of $79.00.

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Video Game Trivia Answers:

1. *Kangaroo (Arcade)*
2. *False. It's Final Fantasy VI*
3. *Activision*
4. *Budokan, Populous, Zany Golf*
5. *Pac-Man*

Name That Game Answer:

It's Galahad, and believe us, it's a real nightmare!

KIRBY SUPER STAR

RETURN OF THE TOUCH PUFF

Kirby joins the Nintendo ranks as a console gaming mascot along with such recognizable faces as Mario and Donkey Kong. While Mario and Donkey Kong have chosen a path geared more towards the experienced gaming market, Kirby picks up the slack for those who are still learning how to play. So far, Kirby's been a hit on both the 8-bit Nintendo and the Game Boy, but he still hasn't had his big break on the SNES. His only achievements on this machine have been in the form of Kirby's Avalanche (Tetris like), and Kirby's Dream Course (miniature golf), nothing that will put him on the map – until now.

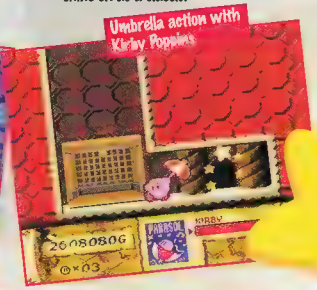
Kirby Super Star is a massive 32-megabit title split into eight separate games. While most of them are identical in gameplay and appearance, a few veer off into a weird mini-game dimension. Megaton Punch, Samurai Kirby, and Gourmet Race are all unique in themselves. Megaton Punch features three rounds of rock smashing, Samurai Kirby's gameplay consists of one button press, and Gourmet Race is a grand prix against King Dedede.

The main games – Spring Breeze, Dyna Blade, and the Great Cave Offensive are all action/platform based. All the action from the NES and Game Boy carts are incorporated into these games. Kirby still uses the vacuum suck as his main offensive weapon. Kirby can also assimilate enemy abilities, and through the magic of a second controller, a friend can hop in and control a cloned enemy (or if you don't have any friends, the CPU will join in).

Beating Dyna Blade and Gourmet Race will open up access to Revenge of the Meta Knight and Milky Way Wishes. If you are fortunate enough to beat all the games, the Arena (the hidden game) will be opened. Kirby Super Star's difficulty is geared towards kids. The overall game structure and appearance may not attract the experienced game clan, but kids will surely jump at the Kirby challenge. Once again Nintendo has created a game that will shine on as a classic.

- **Size:** 32 Megabit
- **Style:** 1 or 2-Player Action/Platform
- **Special Features:** Battery Back-Up, Nine Different Games (One Hidden), Multiple Power-Ups, CPU or 2-Player Help, and Bonus Worlds
- **Created by:** Hal Laboratory/Halken for Nintendo
- **Available:** Now for Super Nintendo

▶ THE BOTTOM LINE **7.25**



ANDY, THE GAME HOMBRE

Concept:	8
Graphics:	7
Sound:	7
Playability:	7.5
Entertainment:	5
OVERALL:	6.5

"Talk about a let-down. Kirby Super Star is one of the most disappointing games I've seen this year. Not only is it too easy, but the eight games in one is more like one game broken into eight pieces. Kirby SS does offer some fun and exciting things to do, but they grow old quickly and some of the games take only a number of minutes to complete. Not a great game, but a pretty good rental."

PAUL, THE GAME PROFESSOR

Concept:	8.5
Graphics:	7.25
Sound:	7
Playability:	9
Entertainment:	8.5
OVERALL:	8

"Yeah, some of the games in Kirby could be considered to be pre-school level, but the total package wound up to be very entertaining. I enjoyed Kirby's exploits on Game Boy and this continues his reign as one of Nintendo's top blobs. The variety of game and easy to follow instructions make this a great game for everyone. A good one for those who always complain that video games are too hard. Yet, there are plenty of secrets and challenges to keep the avid gamer busy for at least a couple days."

REINER, THE RAGING GAMER

Concept:	8
Graphics:	7
Sound:	7
Playability:	7.75
Entertainment:	6.75
OVERALL:	7.25

"So far there's been Kirby golf and a puzzle title, but nothing in the form of a SNES blockbuster for this Nintendo mascot. I always expected to see a Kirby action title on the SNES, but I didn't think it would come this late in the SNES's life. Kirby Super Star (KSS) presents itself as an entertaining eight games in one jamboree for kids. Take the difficulty of Mario and slice it in half. KSS is an easy walk-thru for seasoned players, but is a difficult quest for the gaming youth and beginners."

NHL '97

So What's New With You?

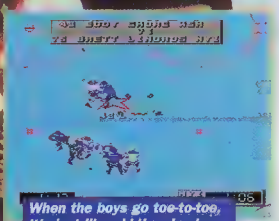
The undisputed champion of 16-bit hockey, EA Sports, is back with the latest version of their award-winning NHL series. NHL '97 marks the sixth installment of what some call the "finest sports simulation available."

NHL '97 is based on the same game engine that was used in the '96 installment and adds a host of new features including updated team logos and player attributes. The new feature in play control this year is the use of All-Star signature moves. These new dekes and various maneuvers are given to marquee NHL players like Gretzky, Roenick, and Modano. There are a total of 13 signature moves that can be performed by 41 of the NHL's top players. The moves range from Sakic's wrong-footed wrist shot to Neely's quick stop. Also included in '97 is a replica of the All-Star Skills Challenge where a player can compete in four events: puck handling relay, fastest shot, target shooting, and goalie rapid save. Just when you thought EA couldn't pack any other new features into the game, they also pack in more memory to save up to four seasons, new animations, and National teams.

As with most of EA Sports' games, the only real test of the game and the gamer is to perfect the nuances of the play control. Mastering the one-timer is one thing, but the true champion shines with effortless give-and-go passes and relentless forechecks. The hockey season is now, and that only means one thing, more video hockey perfection from EA Sports.

The defense got caught too deep and it's an easy 2-on-0.

Make a player and put him into the line-up.



When the boys go toe-to-toe, it's just like old-time hockey.

- **Size:** 16 Megabit with 32K Battery Back-Up
- **Style:** 1 to 4-Player Hockey
- **Special Features:** New Signature Moves, All-Star Skills Competition, Player Create and Trade, Save Up To 4 Seasons, American, Canadian, & European All-Star Teams, Practice Mode, 3 Skill Levels
- **Created by:** High Score & Mark Lesser for EA Sports
- **Available:** Now for Sega Genesis

▶ The Bottom Line 8.75

Andy, The Game Hombre

Concept:	7.5
Graphics:	9
Sound:	9
Playability:	8.5
Entertainment:	8.5
Overall	8.5

"NHL Hockey will go down in the record books as the greatest 16-bit hockey of all time. Hence, another year brings us yet another update of this gaming masterpiece. As always, there are new options, animations, and gameplay tweaks to make this game a must have for any 16-bit hockey fanatic. But my advice would be to skip it and invest the cash into a 32-bit machine and get with the nineties."

Paul, The Game Professor

Concept:	9
Graphics:	8.75
Sound:	9
Playability:	9+
Entertainment:	9.5
Overall	9

"No one can come close to delivering this level of hockey on 16-bit, and who else would be dumb enough to try? Again with the other EA 16-bit titles, this is last year's game with updated teams and stats, isn't it? I think that this game got the special treatment and has many things that make it far better than last year. The new memory features and all-star moves are a great addition. Yeah, it looks and plays about the same as it ever did, but it is still the most enjoyable hockey game on any platform. Hardcore fans should give it a look."

Reiner, The Raging Gamer

Concept:	9
Graphics:	8.5
Sound:	8.5
Playability:	8.25
Entertainment:	8.25
Overall	9

"Electronic Arts is definitely on a role with 16-bit hockey. One after another they keep getting bigger and better; sadly, NHL '97 (the best offering yet) may very well be the last before a 32-bit move is initiated. What makes this version so special, you ask? A number of things...the addition of four skill challenge events, signature moves, and improved computer AI make this the trend setter for not only 16-bit hockey, but all console machines. This is a great way of saying good-bye to the 16-bit sports market. Bravo EA!"

SONIC 3D BLAST

Sega's Last 16-Bit Hurrah?

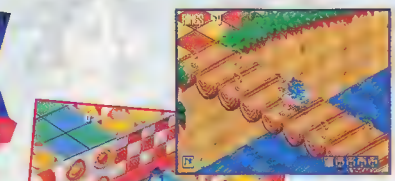
- **Size:** 32 Megabit
- **Style:** 1-Player 3D Action
- **Special Features:** 22 Levels, Tails and Knuckles Hidden Bonus Levels, Bird Collecting, and Several New Sonic Moves
- **Created by:** Traveller's Tales for Sega
- **Available:** November 9th for Sega Genesis

This could very well be a look at the future of the next generation of Sonic gaming. Sonic 3D Blast is the first true Sonic sequel to stray away from the side scrolling action/platform genre and enter the popular isometric 3D world. Will this be the last hurrah for Genesis owners? It's more than likely. Sega plans to release the same game on the Saturn later this year with more features and better graphics, postponing Sonic X-treme until next year. This platform jump (if successful) will probably turn the Genesis Sonic titles into nothing but distant memories .

Sonic 3D Blast is one of the most dynamic Genesis titles to date, simply because it delivers a different Sonic taste to gamers. For the first time Sonic and his surroundings are rendered in 3D with animation that will surely impress all who observe. While the concept and plot have stayed almost identical to its original foundation, the gameplay has been altered dramatically.

Gamers will now have to learn how to control Sonic in multiple dimensions (a la the future). Sonic is still loaded with all the greatest moves. Jump for the highest platform on a level; run through the loop-de-loop, or charge your spin to destroy the robotic demon's grip on a helpless forest critter. While these moves are familiar to the gamer, they'll have to learn to use them in a different environment.

Traveller's Tales and Sega both did a great job developing Sonic 3D Blast. The game features twenty-two levels, tons of hidden zones, power-ups, and all the action a Sonic fan can handle. If this is the last Sonic Genesis title, then be sure not to miss it; or if you plan on getting Sonic 3D Blast or Sonic X-treme for Saturn, then this is a great way to get a jump on mastering this new Sonic era.



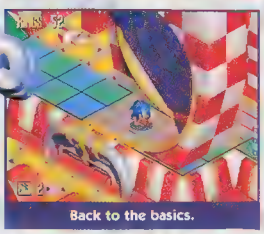
The family portrait. From left: Knuckles, Sonic, Tails

The Doctor is in!

Smash him Sonic! Smash him!

Carnage is everywhere.

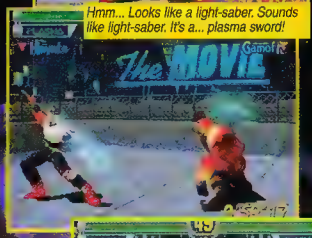
Sonic loves to save animals. In this case, a handful of birdies.



Back to the basics.

Zelkin the bird-like alien has one of the coolest moves ever.

Ow. That's going to hurt in the morning.



Hmm... Looks like a light-saber. Sounds like light-saber. It's a... plasma sword!

Prepare to be stomped.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighting
- **Special Features:** 9 truly unique Characters, Quick and Simple Moves, Combo Counter, Training Mode, Character Alternates (color change), Block Button, Two Hidden Characters
- **Created by:** Capcom
- **Available:** November for Sony PlayStation

STAR GLADIATOR

Mixing the Old With the New in Star Gladiator

With the development combos and 3D environments, fighters have gone through a lot of changes in the last three years. Most fighting fanatics have embraced these new ideas with zeal, but some of us miss the old style in which the mark of a true warrior was the ability to take people out and learn the methods to counter the opponent's stratagems instead of learning every character's eighty-hit combo.

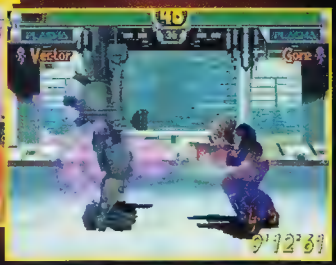
Star Gladiator mixes a combo system and a 3D environment with an atmosphere that is very much like an old-school fighter. Each character has an impressive array of dynamic moves and special attacks which are the foundation for stomping opponents. The combos can come in handy but are usually five moves or less and aren't really hard to block or break. This will prevent Star Gladiator from being championed by data entry warriors whose only skill in a fighting game is tapping out a ridiculously long series of buttons and watching as their character takes over and beats the snot out of their opponent for a good minute or so.

Fighting against the CPU is not much of a challenge for seasoned fighters but is a great way for people who are new to the genre to learn how to employ moves correctly. All characters have a dodge/sidestep maneuver which is very fast and is a great way to catch an opponent off guard (if followed up by a quick attack). There is also a block button for when you just can't get out of the way. The three attack buttons are for vertical weapon attacks, horizontal attacks, and kicking (sometimes punching).

What really makes Star Gladiator shine are its characters. That there are only nine total to start with (not including two hidden characters, one of which is the boss), is not a disappointment when you realize how much fun they are to play. Each character is unique in the way it fights and moves. For instance, Vector the robot stomps around and coldly blasts its way to victory the way a machine ought to - not like a human dressed up in a robot suit. Now compare this to a plasma sword wielding human who fights like a fencer, or a bird-like alien who flies up into the air and then streaks towards its opponents like an arrow, and you start to see that the authors of this game didn't pick any favorites. Star Gladiator is reminiscent of Samurai Shodown in that it doesn't feature one or two characters that people will want to play more than the others.

Star Gladiator is a very impressive and innovative game. This is a refreshing change from the people at Capcom who have been living off of sequels for a ridiculously long time now. We hope they have more new goodies planned for us down the road.

Dancing beak to beak.



Wanna see the face of the final boss? Beat the game yourself!

FINAL FA

For years, RPGers have been the most deprived gamers across America. While they are a loyal crew, American video game companies have always considered them to be too small and fickle to market to. We've all heard the excuse before, "There's just no money in it." Of course the complete opposite is true in Japan. RPG companies make millions of dollars on what many would consider the most popular genre in Japan. But this is all about to change as Square Soft, the greatest RPG company of all-time, is preparing Final Fantasy VII (FF7) for a release in Japan this December and the U.S. in the 1st quarter of 1997.

Of course, at the center of the whole creation process for Final Fantasy VII is the unit it will be played on, the Sony PlayStation. Last year, in a radical move, Square left its long-time exclusive relationship with Nintendo and hopped aboard the PlayStation bandwagon. When we asked Square Soft why they made the move, their answer was one simple word – "space" – because Final Fantasy VII is a meg-muncher. For instance, the 15 minute demo that is currently available in Japan eats up over 40 megs of disk space. Unless the game was going to be twenty minutes long, they needed to move to a medium that offered them enough space to create a 40 plus hour, twisting and turning, Final Fantasy quest. The PlayStation, of course, was their platform of choice.

To create the ultimate Final Fantasy quest in under a year, Square Soft had to put some serious man and computer power on the job. A team of over 100 people, armed with Silicon Graphics (SGI) computers, are currently working on the FF7 project, and it shows (as you can probably tell from these pictures). The entire game is set in an SGI generated 3D world that features moving background sprites (to add to the realism) and polygon-based characters. The melee rounds are also done in polygon environments, but with amazing lighting effects and a roaming camera that follows all the action.

RPG PERFECTION!

- *Size: 2 CD-ROMs (Possibly 3)*
- *Style: 1-Player Role-Playing Game*
- *Special Features: Computer Generated Backgrounds, Polygon Characters, Plot Twists, Theatrical Camera Angles, Music by Nobuo Uematsu*
- *Created by: Square Soft*
- *Available: December in Japan, 1st Quarter '97 for U.S. Sony PlayStation*

ITASY VII

チェンジ
エアリス
クラウド
たたかう
アイテム
425/ 449 23/
297/ 315 93/
375/ 397 44/
バレット
エアリス
クラウド
たたかう
しょうかん
アイテム
425/ 449 23/
297/ 315 93/
397/ 397 44/
CID
TIFA
RED XIII

Like previous Final Fantasies, FF7 features a story that unfolds like a daytime soap. The main character, Cloud, and his comrades are out to stop the evil Shin-Ra Electric Power Company that is terrorizing the world in its search for ultimate power. The quest to stop the Shin-Ra will take Cloud on the ride of his life. In typical Final Fantasy fashion (besides stopping the onslaught of evil minions that he will encounter during his quest), Cloud will come across different miniquests and minigames (such as racing) that he will have to master.

To help combat the evil hordes, Square has incorporated a number of new options into the gameplay. For instance, as the player battles his way through the mass of enemies, his/her "limit" meter grows with each battle (kind of like a rage gauge), and when the meter is filled the player gets an adrenaline surge that enables him/her to do super attacks or powerful spells. Square also hinted that there will more intricacies added to the gameplay later, but they didn't want to tip their hand to the competition just yet.

As with any RPG, this game features magic spells and elemental summonses, but with graphics and animation like you've never seen before. The Japanese demo features a number of spells that you can use (that are pretty awesome), but it all pales in comparison to the demo's only summon spell, Aerith, the magic user, calls a ball of ice that grows into a huge (and I mean huge) dragon. The dragon then shrieks and calls upon a giant tidal wave, that, in cinematic-style, crashes onto your enemies. Simply amazing!

Final Fantasy VII is shaping up to be a monumental game. It has all the ingredients needed to not only change the face of RPGs forever, but to also

bring in players who have never played RPGs before. It's quick paced (via a run button); it has very realistic graphics (thanks to SGI), and amazing gameplay (thanks to Square). If you've never played an RPG before, this is the game to watch, and if you're a hard-core RPGer, you probably can't stop twitching. Either way, Final Fantasy VII is coming, and you'd better put on your seatbelt because this one is going to blow you away. ■

For more information and pictures see our web page at http://www.winternet.com/~gionline

You do not Know the *Powahhh* of the Geek Side!

Carnage Heart

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Programmable Mech Strategy
- **Special Features:** 12 Mechs (Flyers, Two-Leggeds, Spiders, and Tanks), Icon Programming System, Great Action, Testing Ground for New Designs, Lots o' Doohickeys, Military Strategy
- **Created by:** Artdink for Sony Computer Entertainment America
- **Available:** 4th Quarter '96 - Early '97 for Sony PlayStation

Your first serious upgrade will be the Kouger's double laser cannon

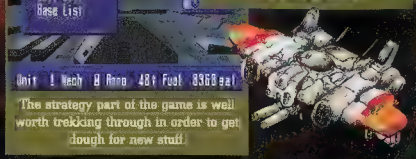
The development is processing satisfactorily

The first spider mech.

These icons may not look like much but believe us, programming is not an easy task.

Program your mechs to avoid bad situations

Programming mechs to work as a team is one of the most important tasks to master.



The strategy part of the game is well worth trekking through in order to get dough for new stuff.

Are you ready for some more laser blasting, missile launching, mech melee shredding action!?!?!? Then get ready to *program*!!! What?? Program? Carnage Heart has a deceptive name and a deceptive look. Action gamers who judge their games by the pictures on the back of the box or who don't read their October issue of Game Informer may be very upset when they realize that what they've ended up with is not the pulse-pounding arena battle game they were looking forward to.

But wait!!! It's still cool! Carnage Heart (should've been Carnage Brain) has great appeal for strategy gamers, programmers, and pen and paper war gamers alike. For those of you who have experienced the frustration of realtime strategy games in which your units can't seem to do anything right unless you are paying constant attention to them (and you secretly wished you could reprogram the silly things yourself), then Artdink has a game you should check out.

Carnage Heart uses an icon based programming system in which you put chips into a blank circuit board. A board upgrade allows you more spaces for chips. At first you won't be able to imagine actually running out of space on the board, but after a few hours (professional programmer), days (amateur programmer), weeks (never programmed but willing to learn), or frustrating months of agony (someone who shouldn't have bought this game), the possible levels of complexity sink in and you'll want to be upgrading from the old 468-SX chip (chuckle) as soon as possible.

It's a real rush the first time you start to realize that your mechs are actually doing the things you want them to do. The intensity of the graphics environment makes the experience even more exciting when your mechs jump to avoid hostile fire and then land and launch a full rack of missiles at their opponents. Watching opponents disappear within a series of bubbling explosions and then step out a mere shade of their former selves to be picked off by your more conventional weapons (and all because of *your* program), is for us geeks probably the equivalent of a jock "winning the pennant."

The strategy part of the game exists for one purpose: to get cooler stuff. There are three two-legged mechs, three flyers, three spider mechs, and three tank mechs. There are also a huge number of weapon upgrades and special doohickeys that, along with the programming feature, amount to enormous replay value. However, one final warning must be repeated. If you don't like math, if you think it's possible that a hill could have a 90 degree slope, or you just don't want to think all that hard while gaming, then avoid Carnage Heart. For the blessed few who could really get into this game, though, you may never want to sell your PlayStation just so you can play Carnage Heart. Geek gamers rage!

MOVIN' ON UP TO THE 32-BIT SIDE

Breath of Fire III

- **Size:** 1 CD-ROM
- **Style:** 1-Player Role Playing Game
- **Special Features:** Roving Isometric View, Change View Button, Multiple Playable Characters, Massive 3D Level Designs
- **Created by:** Capcom
- **Available:** Second Half of '97 for Sony PlayStation

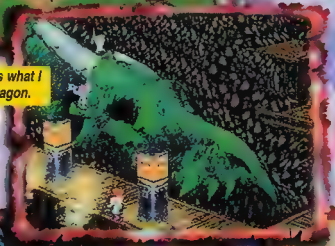
Breath of Fire was one of the few SNES RPG titles to actually crawl out from beneath the Square Soft web and receive praise from the public. The 16-bit RPG market was extremely difficult to compete in, simply because Square Soft owned the share of gamers in the RPG field. But Capcom knew they had a winner when the sequel Breath of Fire 2 had such a great response. Square Soft's iron curtain was bending and the upcoming invasion may have broken it, but unfortunately, the next attack wasn't in time. The 32-bit market has taken the world by storm, and those who tried valiantly to make a name for themselves will have to break ground on this new frontier to do so again.

A new battlefield has been created, and the key players have stayed the same—namely Square Soft and Capcom for the Sony PlayStation. Square, who could basically sell anything with their hefty name, has the upper hand. They've announced a handful of titles to be released in the next year or so. Capcom's retaliation—Breath of Fire 3. Nuff said. While this title won't be out until late '97, Capcom could possibly have the ammunition they need. The market has shifted to an older audience and Breath of Fire has always been known for its difficulty factor.

Breath of Fire 3 has come screaming to life with a new look, a new attitude, and the same gameplay that everyone fell in love with. A first glance shows that this game is going to be knee deep in 3D. Thus, exploration has taken on a new form. You'll have to use the Change View button to see around corners, in cracks, and on top of things. Capcom has combined two-dimensional anime graphics with three-dimensional backgrounds to present a fantastic new look, proving that not everything has to be polygon based.

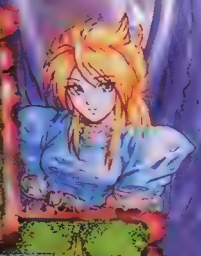
The battles are very similar to the previous versions, except more offensive and defensive options have been added. Using individual players to conquer certain puzzles is once again a major factor in BOF3. Basically, Breath of Fire 3 is the biggest and best in the series. Unfortunately, you'll have to wait a complete year to get your hands on this hot title; in the meantime, here are some quick snapshots to keep you awake at night!

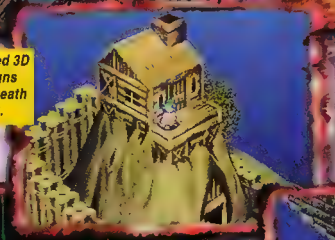
I must find an inn to heal my wounds.



Now that's what I call a dragon.

From the crystal comes life."





Sophisticated 3D level designs consume Breath of Fire 3.

Easy to use commands make battles quick and hassle free!

"This level doesn't appear to be done yet. Let's go back to the castle."

DOOM FINAL

THE END IS NEAR

Check out the redesign on the Super Shotgun!

Death is all around.

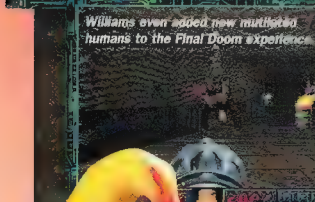
- **Size:** 1 CD-ROM
- **Style:** 1-Player (2-Player With Link) Action/Shooter
- **Special Features:** Mouse Compatibility, 30 New Levels, Redesigned Super Shotgun, Intense Lighting Effects
- **Created by:** id Software for Williams Entertainment
- **Available:** Now for Sony PlayStation

▶ THE BOTTOM LINE **8.25**

In the world of home video game entertainment, Doom is huge. All first-person action titles go through the Doom comparison and its name is as commonly known as Mortal Kombat. Doom has set the standard for 3D gaming and it will always be known for this, but will it be able to survive the competition? Will Doom become the next sequel-happy gaming title, or will it be known as the grandpappy of the first-person revolution? Williams Entertainment thinks it's a forever title, and they're ready to show the world how it's done with their next installment – Final Doom.

No one draws until this can hits the floor.

Into the sewers.



Williams even added new mutilated humans to the Final Doom experience.

Id Software's monster hit Doom is once again promenading proudly on the Sony PlayStation in the form of Final Doom. This version will more or less keep gamers hyped about the Doom hysteria until Williams drops their first 64-bit offering onto the marketplace. Final Doom features the same exciting gameplay and graphics that made the original so popular, the only major changes have occurred in level design. Thirty massive new levels have been added. These are the toughest levels ever and only the most experienced players will make it out alive.

Another subtle addition to the PS-X first-person hysteria is the ever-so-popular mouse control, so PC Players who complained about not being able to play Doom with a mouse no longer need to whine.

It's the same thing that you've gr[illegible] on and it very well may be your last c[illegible] to play it on the 32's. Link it up for a two-player Deathmatch or Co[illegible] adventure, or [illegible] go for the glory by yourself. Either [illegible] not [illegible] the return of Doom!

Get back in the cereal bowl, crunch berry!

ANDY, THE GAME HOMBRE

Graphics	8.5
Sound	8.5
Playability	8.75
Entertainment	8.5

"This game is Williams' last sacrifice to PlayStation Doom-addicts everywhere. Final Doom has all new levels (well, new to the PlayStation anyway) and the same addictive Doom gameplay that made it such a hit. Other than that...there's just not much to say about this title except that Williams, once again, did not include a memory card feature. Now, I don't know who at Williams thinks writing down codes is cool, but I want to let them know that the rest of the world thinks it sucks.

OVERALL: **8.25**

PAUL, THE GAME PROFESSIONAL

Graphics	9
Sound	8.5
Playability	8.75
Entertainment	9.25

"I was skeptical that I would [illegible] more of the same old thing, but after [illegible] minutes of playing, I was right back into Doom. The soundtrack and sound effects are incredibly eerie and completely set the mood for carnage. The overall look is basically the same as the first installment, however, I did notice a little slow-down in the game play in a few spots. Doom is always enjoyable and while Final Doom won't give you much more than new levels, it is an already classic engine that is worth some time. That is, only if you've beaten the [illegible]

OVERALL: **9**

REINER, THE RAVING GAMER

Graphics	8.75
Sound	7.5

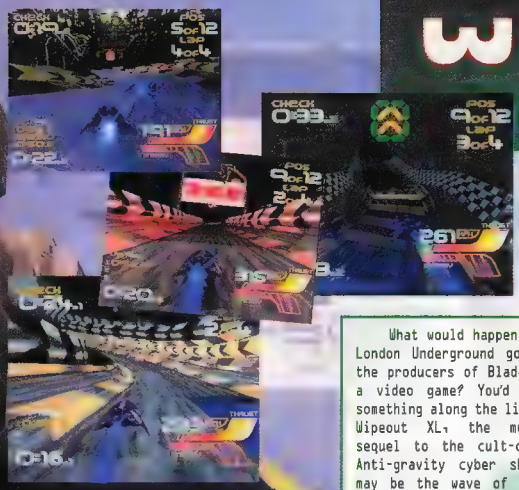
[illegible] kind of disappointed to hear that there were only thirty levels in Final Doom. This is the final hurrah for the Doom hit series and they didn't give the gamer much to work with. They could have easily taken some of the WAD files from the PC, but instead, Williams did their own dandy work. No new weapons or enemies have been added. The only changes you'll notice are new textures, a redesigned Super Shotgun and the ever-so-cool Berserk Fist. This game is designed for the hardcore Doom fanatics for one last time. Nothing more.

OVERALL: **7.75**

wipEout

Futuristic Racing With the Underground Feel

- **Size:** 1 CD-ROM
- **Style:** 1-Player Cyber-Racing (2 -Player via Sony Link)
- **Special Features:** 8 All New Tracks, Raging Techno Soundtrack, Superior Ship Control, New Weapon Upgrades, Arcade Challenge Mode
- **Created by:** Psygnosis
- **Available:** Now for Sony PlayStation



What would happen if DJs from the London Underground got together with the producers of Bladerunner and made a video game? You'd probably expect something along the lines of Psygnosis' Wipeout XL, the much anticipated sequel to the cult-classic Wipeout. Anti-gravity cyber ship racing just may be the wave of the future, and Wipeout XL is yet another example of video games predicting the future of the human experience.

In the ever growing crowd of racing simulations, Wipeout XL is a true standout. Superior control, astounding graphics, and a host of weapons all add to Wipeout XL's appeal. Psygnosis has noticeably tightened up the ship control. It's still not easy, but once you get the hang of it, the air brakes will be sliding you around turns in no time at all. You'll also pick up on how to control the trajectory of the craft in order to bank, descend, and increase jumping distance.

With a link option, players can compete against each other as well as thirteen computer opponents. In Arcade mode, you'll have to place first on all six tracks in order to qualify for the Arcade Challenge. Here, you'll have a total of three continues to win the game. Place fourth or lower and you'll lose a continue.

In terms of ships there are four classes ranging from beginner to expert. Each ship can be upgraded by collecting weapons during races. These weapons include mines, turbo thrusts, missiles, thunder bombs and quake disrupters. As if this weren't enough, Psygnosis has invited the hottest mixers of the London Underground to participate in the soundtrack. The Chemical Brothers, Fluke, Prodigy and Future create a distinct, tribal/ industrial experience. To see the real score, check out the reviews.

Concept: 8
Graphics: 9.5
Sound: 9.5
Playability: 9
Entertainment: 9.25
OVERALL: 9

"The basics of Wipeout XL haven't changed from the first version. You still scream quickly through challenging courses while unleashing acquired power-ups. The control is far more refined and the sense of driving coupled with flying is a good mix. The new graphic effects that include some excellent new weapons are truly spectacular. If you remotely enjoyed the first game or enjoy racing, you'll be blown away by the looks and gameplay."

Concept: 8.5
Graphics: 9.25
Sound: 9.25
Playability: 9
Entertainment: 9
OVERALL: 9

"If this is just a glimpse of what Psygnosis has in store for their second generation software, then be prepared to be blown away! XL is such an improvement over the original in every category. The action is much faster and smoother, and the addition of the extreme power slide delivers perfect hover craft control. Plus, you never know how the race is going to end even if you race it perfectly. To put it bluntly, the competition is trigger happy. XL keeps your adrenaline pumping and your reflexes highly toned. A must have!"

Concept: 9.25
Graphics: 9.5
Sound: 9.5
Playability: 8.75
Entertainment: 9.25
OVERALL: 9.25

"I love racing games, but this gives me so much more. Although the first tracks are not that difficult, the Rapier Class tracks had me playing all day for a medal. The graphics are the fastest and smoothest I've seen. For anyone who's into linking games, Wipeout XL is a must have. Also, it just might have the best soundtrack I've ever heard. The techno/industrial music sends shivers down my spine. Play it at your next rave party."

The Bottom Line 9

MY TRIP TO SEATTLE

BY CRASH BANDICOOT.™

1. HERE'S ME DRIVING.

4. HERE'S ME SHOWING OFF MY GAME'S REAL-TIME 3-D WORLD WITH ITS LUSH, ORGANIC ENVIRONMENTS, TONS OF OBSTACLES, SECRET PATHWAYS AND BONUS LEVELS. OUTSIDE OF NINTENDO® HEADQUARTERS.

5. HERE'S ME BEING ESCORTED OFF THE PREMISES. BY SECURITY

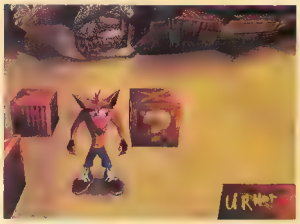
For game hints call 1-900-933-SONY(7669). The charge is $0.95 per minute. Callers under the age of 18 must get parental permission to call Touch tone phone is required. Available 24 hours a day/7 days a week. U.S. only. The Sony Computer Entertainment logo is a trademark of Sony Corporation. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. U R NOT E is a trademark of Sony Interactive Entertainment Inc. "Crash Bandicoot" and the Crash Bandicoot logo are trademarks and copyrighted properties of Universal Interactive Studios, Inc. © 1996 Universal Interactive Studios, Inc. Source Code © 1996 Naughty Dog, Inc. Nintendo is a registered trademark of Nintendo of America Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. Screen shots are actual game screens taken from monitors. **www.sony.com.**

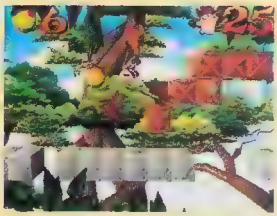
KIDS TO ADULTS AGES 6+ ESRB

2. HERE'S ME AT THE SPACE NEEDLE.

3. HERE'S ME WITH SOME OF THE GALS AT SEATTLE SLIM'S.

MY GAME →





Crash Bandicoot

PlayStation

Sony's long-awaited entry into the platform game arena. You've never experienced anything quite as sensational as this fully animated cartoon world coming to life. It's flooded with obstacles, enormous levels, unbelievable graphics, detailed real-time lighting, amazing music and sound effects. Packed full of solid gameplay, hidden bonus levels, secret pathways and fiendish traps, this is the "must-have" game of the year. Travel in real time across 3D worlds in over 30 levels of intriguing gameplay with thousands of frames of animation! Interact with hilarious, fully rendered 3D cartoon-animat-

MY LOGOS ↓

ANDRETTI RACING

Motor Sports Come of Age

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing Game (4-Player With Link)
- **Special Features:** 16 Realistic Tracks, Career Mode, Indy or Stock Car Circuit, Drafting, Pit Stops, Numerous Cars and Teams, Vehicle Damage
- **Created by:** High Score/Stormfront for EA Sports
- **Available:** Now for Sony PlayStation

Andy, The Game Hombre

Concept:	9
Graphics:	9
Sound:	8
Playability:	8
Entertainment:	8.5
OVERALL:	8.5

"Color me impressed; this game is fantastic. While it doesn't give me an all-out-super-intense feeling like Ridge Racer, it does offer some pretty gut-wrenching speeds for a 'racing simulator.' Plus, with 16 tracks and two different circuits to compete in, Andretti Racing offers hours of driving entertainment. And if you want to talk about realism, the announcers and commentators in this game are just as annoying as the guys who do it on TV. Hey wait, they are the guys who do it on TV."

Jon, The Greedy Gamer

Concept:	8.75
Graphics:	8.5
Sound:	8.5
Playability:	9.25
Entertainment:	8.25
OVERALL:	8.75

"What's great about Andretti Racing is the realism. I feel like I'm driving a car. There's so much strategy in terms of pitting, drafting and car configuration. Plus, the amount of tracks just blow me away. Instead of skidding around turns, you have to begin braking, then accelerate through the turn. In the street circuit, I like to pit early, while in Formula 1, a late pit with a correctly configured car is essential to success. Watch out for car damage, it makes a huge difference. This is a great game, a definite purchase."

Paul, The Game Professor

Concept:	8.5
Graphics:	8.75
Sound:	8.75
Playability:	9.25
Entertainment:	9
OVERALL:	8.75

"I like having the choice of two different race circuits. The Stock Cars are a good warm-up for the challenging Indy races. The game's graphics are well done and even the split-screen mode is a winner visually. The commentary and FMV is OK, but the TV presentation is rather boring after seeing it once. The racing school with the Andretti trio is equally as dull. Andretti is a fantastic package for race fans looking for some variety. It has great control that challenges your reflexes as well as tenderizes your thumbs."

It's the fastest growing sport in America. That's right - motor sports have taken the inside track and accelerated out of the turn past such competitors as hockey, soccer and jai-alai. What is the attraction that these droves of people feel toward what some would call a pseudo-sport? Unmistakably, it's the tremendous noise, the life and death thrills, the strategy, suspense, and skill of a contest that pits man vs. machine. All this excitement has been brought home to the Sony PlayStation in the form of Andretti Racing.

A common complaint concerning racing games has always been track selection; however, Andretti Racing offers 16 challenging and creative courses. There are two ovals (one banked), while the street circuit will direct players through hairpins, straightaways, chicanes and 90° turns. Obviously, this game is not just about putting the pedal to the floor. Cars can be tailored to specific tracks. Before each race, fine tune the transmission while adjusting air dams, spoilers and tires. Modifications will also affect pit strategies, an element that must be mastered in order to win.

Andretti Racing's claim to fame has always been racing realism, and there's plenty of it here. Optional car damage settings will prevent unmitigated passing within the pack. Another key to victory is drafting. In order to save fuel or increase acceleration, hover just behind a front runner, and at the opportune moment slip through his air pocket for an inside track.

With a career mode players can compete within a seasonal circuit, battling it out for top sponsors. Link play offers four players the chance to compete against each other as well as a full pack of racers. So whether you choose Stock or Formula 1, Andretti Racing will offer an unparalleled look into the exciting and dangerous world of motor sports.

A slow pit results in sixth place.

The leader's in the pits.

The banked oval emphasizes strategy.

▶ The Bottom Line 8.75

PROJECT OVERKILL

It Puts the Four Horsemen of the Apocalypse to Shame

- **Size:** 1 CD-ROM
- **Style:** 1-Player Isometric Action Game
- **Special Features:** Remarkably Detailed Gore and Destruction Graphics, Four Mercenaries With Different Special Weapons, Memory Card Save, Gameplay Which Makes One Question the Moral Precepts of Modern Society
- **Created By:** Konami
- **Available:** Now for Playstation

The Bottom Line 8

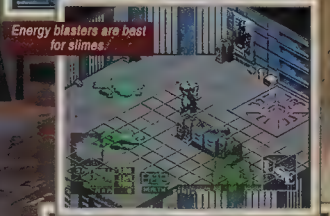
Breaking things is fun but the game doesn't give you a score for that.

...a mere 73 frags before kicking the bucket.

The stealth mode power-up allows you to take people out at your leisure.

This fellow is not comforting a friend.

This room used to be kind of neat to look at. All those computers and monitors with their flashing lights. Oh well...



Energy blasters are best for slimes.

The janitors at this place are going to have a bad day.

Project Overkill is mostly about breaking things and killing people with the emphasis on the latter. The typical mission starts off with a bunch of people with guns nearby who you are supposed to extinguish. During the process of offing these people you often break things by accident or on purpose. Now go to the next room and repeat the process over again. This happens a few times until something approaching a vague resemblance of a puzzle comes along and you pause for a few moments to consider. Suddenly a squad of aliens/robots appear and exterminate them, breaking more things in the process. A few seconds later the puzzle is solved and you get into that room where the thing that you need to get is so that you can go to the next level. There are, of course, more people in that room that you are expected to dissociate from our mundane realm. At this point you have to escape to the red teleport pad usually guarded by more things to eradicate. If you and everybody on the level to the crossroads promptly you are awarded with extra health.

All of this is done in a very attractive graphical environment. Enemies die a wide variety of deaths. A few examples are heads exploding, entry and exit wounds, people getting hit in the eye and falling over, and good old-fashioned explosions (for robots, and occasionally people getting hit by explosives). The tools of your mercenary trade include an assault rifle (which is very efficient and gets used most of the time), a laser type weapon (good for monsters and some kinds of robots), and two special weapons that are different for each of the four characters. These can be anything from mines and homing missiles to a cute little robot crab that walks up to your enemies and explodes. Each character also has access to a melee attack which you can use to dispatch foes silently.

For the most part, the gameplay of Project Overkill is much less about strategy and more about reflex action. Rarely does the player stop moving from the time between a mission's beginning and its end. While shuffling off mortal coils is the extent of most missions, there are a few where a little more thought is required. There is one mission, for instance, where you need to escort a smuggler to an escape pad. There are others where players need to think more economically about their health and ammunition and actually not kill everything. Most missions have at least some suggestion of a purpose to all the death. Find the datachip; poison the water supply; steal the plans to the Empire's secret battle sta... never mind. If this is enough justification for you, then go ahead and take a look at Project Overkill. It is, after all, a very visually attractive game with a nice engine.

Heiner, The Raging Gamer

Concept:	8.25
Graphics:	8
Sound:	8.5
Playability:	8
Entertainment:	8.25
OVERALL:	**8.5**

"Listen all ya'll, it's a sabotage! From the creators of Contra comes the next step in action gaming - Project Overkill. Konami put a lot of work into this title and it really shows with massive level designs, awesome blood effects, and Smash TV-like controls. The ISO-metric transparent view and the beautifully rendered characters are the first things that will grab your eye. The control is annoying at first (since it's so uncommon), but is easily handled through time. Project Overkill really shines in the plot and gameplay categories. You never know what your mission will be - infiltration, espionage, escort. You name it and

Andy, The Game Hombre

Concept:	7
Graphics:	8.5
Sound:	7.5
Playability:	8
Entertainment:	6
OVERALL:	**7**

"Carnage, carnage, carnage! Go from room to room and blast the enemies to another dimension is all this game is about. If this sounds like your cup of tea then you'll like this game, but I found that I got bored with this premise rather quickly because you have to search every corner in every room if you want to find enough health and ammo to make it through the game. Nice graphics and long levels make this game a gore lover's dream, but I could live without it."

Jon, The Greedy Gamer

Concept:	8.5
Graphics:	8.75
Sound:	8.5
Playability:	8.5
Entertainment:	9
OVERALL:	**8.75**

"Project Overkill is hands down a hard, hard game. The firing could have been done a little better, but it adds to Project Overkill's frustrating challenge. Kill, kill—that's what it's all about. But along with killing there are a lot of creative missions through difficult worlds. Project Overkill is kind of like Smash TV in terms of directional firing, except with very limited ammo, so you can't just blast through everything. Even the most experienced gamers will find a solid challenge here."

The SNK Classic!

Blades of Blood
Samurai Shodown III

Neo•Geo and arcade fanatics have been playing Samurai Shodown for years. While there have been numerous home versions of the original Samurai, the second and third parts of the series have never made it past the Neo•Geo. Until now, that is. This fall Sony Computer Entertainment with the help of SNK will be releasing Samurai Shodown III: Blades of Blood to PlayStation gamers everywhere.

Featuring five new characters and the return of seven of the most fearsome warriors from Samurai I and II, Blades of Blood promises to bring all the action of the arcade alive on the PlayStation. The biggest difference between this and the two previous versions of Samurai is that now you must choose if your character will be a fighter for Chivalry or Treachery. Besides the different outfits that represent each style of fighting, this also determines what moves your character will be able to perform in combat.

Samurai Shodown III also features three difficulty levels that actually change the style of play. In the beginner mode, the autoblock is engaged, and in the advanced mode you get a full Rage Gauge that enables even more moves that will allow you to pound your opponents. Of course, the difficulty also increases to challenge even the most seasoned fighters.

While many say that Samurai Shodown III is the least entertaining of the series, it still offers a lot of solid gameplay techniques and lots of sword play. Either way, it's coming to your PlayStation and we're sure that the fans of Blades of Blood who couldn't afford a Neo•Geo are anxiously awaiting its arrival.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighter
- **Special Features:** 12 Characters To Choose From (5 New and 7 From Previous Shodowns), 4 Color Combinations for Each Character, Rage Meter, Three Difficulty Levels
- **Created by:** SNK for Sony Computer Entertainment
- **Available:** Late October for Sony PlayStation

The King of Fighters '95
It's a Fight-Fest!

Any fan of SNK's Neo•Geo knows the name King of Fighters. Not only does it instill fear into the hearts and minds of fighting fans everywhere, but it is also one of the biggest fight-fests ever. King of Fighters '95 features players from both the Fatal Fury series and the Art of Fighting series that can be mixed and matched to create the ultimate fighting team. Each team consists of three players that you can choose at your own discretion. Every player gets one life bar, so in theory, you can defeat all three of your opponent's players using only one of your fighters (proving, of course, that you are the King of Fighters). This style of fighting is not only unique to the fighting genre, but it also makes for some very interesting battles.

As with any fighter, this game features numerous moves, throws, reversals, and combos to master, but that's not what makes King of Fighters '95 stand out in the crowd. It's the fun of creating a team and battling it out until the bitter end.

At this point, King of Fighters '95 looks like it will be true to its arcade counterpart in every respect except one – load time. It seems that King of Fighters must load character and background information before each and every battle. And to put it lightly, these load times aren't exactly short. Although Game Informer is sure that Sony will do everything in their power to fix this problem in the final product, we wanted to let you know that it is a serious problem in this game right now. Next month, we'll have the full report. Fight on!

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighter
- **Special Features:** Eight Teams of Three Fighters and Two Bosses (Playable With a Hidden Code), Desperation Moves, Large Characters, Japanese Animation, New Team Edit Mode, Lots of Load Time
- **Created by:** SNK for Sony Computer Entertainment
- **Available:** Now for Sony PlayStation

MORE STREET FIGHTER AND THEN SOME

THE NEW BACKGROUNDS ARE COOL.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2 Player Head to Head Tournament Fighter
- **Special Features:** 3 New Characters (Not Including Hidden), Custom Combos, Crazy Backgrounds, Classic Street Fighter Intro
- **Created by:** Capcom
- **Available:** November for PlayStation

THE BOTTOM LINE 7.75

REINER, THE RAGING GAMER

Concept:	8
Graphics:	8.5
Sound:	8
Playability:	9.25
Entertainment:	9.25
OVERALL:	**8.5**

"I don't think I'm ever going to get sick of Street Fighter, simply because Capcom continues to make each and every installment bigger and better. The addition of the Custom Combo feature makes SFA2 a masterpiece. I've heard that a lot of you SF gurus out there don't like this new feature, but all I can say is: it adds another element that makes you think more when you play. We all know that SF is about might and wit, and this just emphasizes the thinking process involved. SFA2 is yet another great PS-X fighter!"

PAUL, THE GAME PROFESSOR

Concept:	5.25
Graphics:	8
Sound:	8.5
Playability:	9.25
Entertainment:	8
OVERALL:	**6.75**

"Once again, here's a game filled with 1/4 circles and the kick-butt Ken and Ryu. I'm glad to see the return of some of the SF2 favorites, but again it's too much of the same thing over again. The Custom Combos add quite a bit to the gameplay and the artwork is spectacular. If you're a SF fanatic, then by all means go nuts and launch fireballs 'til your arms fall off. This is definitely better than Alpha, but it's not a monumental leap in gaming. Wait for Star Gladiator if you want something new in Capcom fighters."

ANDY, THE GAME HOMBRE

Concept:	5
Graphics:	8.5
Sound:	8.75
Playability:	9
Entertainment:	9
OVERALL:	**8**

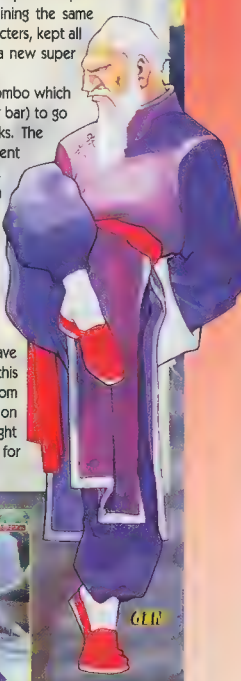
"Other than the custom combo and the new characters, Street Fighter Alpha 2 isn't much to scream about...unless your a STREET FIGHTER NUT WHO JUST CAN'T LIVE WITHOUT ANOTHER STREET FIGHTER! Of course, there is something to be said for being a crazed Street Fighter player. I, however, just pick Ken and kick everybody's butt anyway so why do I need a new version of this game? Well, now that I think about it...the new characters are pretty cool (especially Sakura) and the new Custom Combos are pretty exciting ...alright...you got me Capcom, I like it (but I'd prefer SF3)."

The latest installment of Street Fighter, the game that made tournament fighting into its own industry, is here for the Sony PlayStation. Street Fighter Alpha 2 stays true to the SF tradition by adding more toys to play with while retaining the same classic gameplay. SF Alpha One, while losing a lot of the old characters, kept all of the classic action, added better graphics, and implemented a new super combo feature. Alpha 2 has done all these things and more.

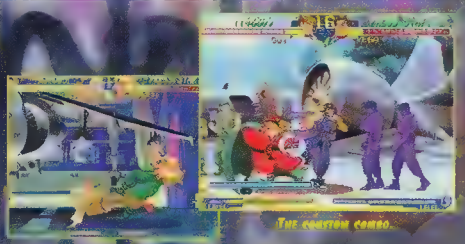
The new gameplay addition to SF Alpha Two is the custom combo which allows the player a certain amount of time (based on their power bar) to go into shadow mode and let loose with a rapid series of attacks. The custom combo is basically a license to go berserk on your opponent when you're feeling frustrated and need to even the odds a little.

There are a total of eight new characters available for play in Alpha 2. Three of them are brand new to the game: Gen (from SF1 but totally revamped), the wise master who switches between two fighting styles, Sakura, the school girl with tweaked Ryu moves, and Rolento (from Final Fight), the paramilitary guy who fights with grenades and a stick. Three of the hidden characters from Alpha One and two characters from Street Fighter Two (Dhalsim and Zangief) are also available.

Street Fighter Alpha Two is guaranteed to please fans who have been happy with the way Street Fighter has progressed up to this point. It maintains all the classic action that's made it a hit. Custom combos, while fun, do not drastically alter gameplay and the addition of new and old characters will be appeasing to those who thought SF Alpha One didn't have enough characters. If you're looking for another Street Fighter, give Alpha Two a whirl.



GEN



THE CUSTOM COMBO.

Motor Toon Grand Prix

Racing for Perfection

- **Size:** 1 CD-ROM
- **Style:** 1-Player Racing (2-Player With Sony Link)
- **Special Features:** Ten Tracks, Eight Vehicles, Mime Animation, Power-Ups, Four Hidden Games Including Combat Tank, Submarine-X, and Motor Toon R
- **Created by:** Poly's for Sony Computer Entertainment
- **Available:** November for Sony PlayStation

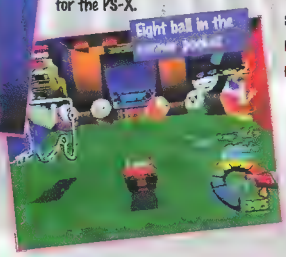
THE BOTTOM LINE **8.75**

Kazunori Yamauchi's ground breaking creation – Motor Toon Grand Prix – was one of the first games released for the Japanese PlayStation. A clever blend of whimsical graphics and realistic racing fueled the fire and ignited the path into a new frontier of 32-bit console racing. Although the original Motor Toon Grand Prix was never released in the US, it utilized a PlayStation effect known as "mime" (the stretching and twisting of polygons) and thus far has been one of the few games to use this feature. So when will American gamers get to see this classic Japanese racing game? Unfortunately, we never will! (Unless you have it imported and have a Japanese PlayStation to play it on). But luckily for us, SCEA is bringing the sequel, Motor Toon Grand Prix 2, to the states under the title Motor Toon Grand Prix (U.S.).

For those of you who were lucky enough to see the original Japanese Motor Toon, you won't believe what they've done to the sequel. Like the original, MTGP2 (or MTGP U.S.) offers some of the best cartoon-styled graphics you'll ever see on the PlayStation, but that's where the similarities end. MTGP (US) has two more tracks, a two-player link mode, extra cars, and now you have the ability (a la Super Mario Kart) to use power-ups that you can purchase by collecting coins during the race. You can buy missiles, oil slicks, turbos, jumps, and even bombs.

As any good game should, MTGP (US) features numerous secrets. Win a season in Normal Mode and you'll receive the hidden cars and tracks. Take the gold in Hard and you'll gain access to the hidden minigame, Combat Tank. Do it in Professional Mode and get an updated 3D version of Battleship called Submarine-X. Defeat the MTGP in Expert Mode and you'll get the final hidden minigame called Motor Toon R. This is a test game that was created by the game's designer to test the PlayStation's ability to run [at 60 frames per second] in 640x480 resolution. Was it successful? You tell us!

Motor Toon Grandprix (US) easily takes the cake as one of the best, if not *the* best 32-bit console racer to date. While the gameplay is oh so close to Ridge Racer, and the concept of power-ups obviously originated from Super Mario Kart fame, Motor Toon Grand Prix (US) shines as a dynamic racing title for the PS-X.



ANDY, THE GAME HOMBR...

Concept:	9
Graphics:	9
Sound:	8.25
Playability:	9
Entertainment:	9
OVERALL:	8.75

"The original Motor Toon was an amazing game, and MTGP (US) certainly doesn't disappoint. There are more tracks, more vehicles, and the addition of weapons and link-play. Unfortunately, they removed the interactive environment sound effects and the turbo mode where the vehicle turned into the driver and ran down the course; it sucks, but I'll live, because...all the additional courses and options make this game a great racer. Not as good as Ridge Racer Revolution, but close."

REINER, THE RAGING GAMER

Concept:	9
Graphics:	8.75
Sound:	8.5
Playability:	9
Entertainment:	9
OVERALL:	8.75

"It's a shame that the original Motor Toon never made it to the states, but a few months from now PS-X gamers will finally get some toon action with MTGP (US). MTGP's (US) cartoon-like animation and graphics may not attract the attention of the hard-core racers, but the options and hidden goodies should turn some heads. Ten tracks, three hidden games, and solid gameplay make MTGP (US) a definite competitor for the premier racer on the PS-X. It gets my vote."

JON, THE GREEDY GAMER

Concept:	9
Graphics:	9
Sound:	8.25
Playability:	8.75
Entertainment:	9.25
OVERALL:	8.75

"Talk about a driving game, wow! MTGP (US) has all the features that make for a great racing game (including the power slide) with backgrounds and courses that will knock your socks off. The difference in the vehicles is outstanding. You can be anything from a train to a motorcycle. The first-person perspective is first-class. I can't really say enough about the graphics in this game, especially the later courses. The bonus games add a nice touch, but overall it's the true racing feel coupled with inventive courses and vehicles that make this game a winner."

CONTRA
LEGACY of WAR

A New Challenge

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action/Shooter
- **Special Features:** [illegible] Stereo View for 3D Glasses
- **Created by:** Appaloosa for Konami
- **Available:** [illegible]

As the latest addition to the Contra series, Legacy of War is everything a sequel should be. It takes the intense difficulty and the regular weapons that have been the trademark of all Contras and mixes them in with an all new 32-bit environment that is sure to impress and amaze. The view is a sort of shifting isometric perspective. Camera angles shift slightly depending on where the character is moving and what the situation is. Throw on a pair of 3D glasses for the stereo vision view and it's all over. You won't eat or sleep for days. The graphics are great, and Konami promises they are still being tweaked and improved upon. For instance, when a big turret is destroyed, the blast sends it flying into the air, firing shots all over the board.

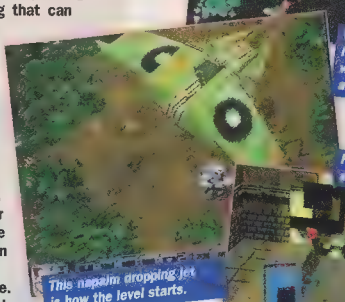
All the old weapons are available, but many have been altered. The spread gun is not as powerful as it used to be, but the laser now homes in on anything that can be hurt or broken (a great way to find secret places). Also available is the bomb, which is the only weapon in the game limited by ammunition constraints.

The thing that is most true to Contra form is the difficulty. This game is hard. Most similar games that are out nowadays are just enough of a challenge to be interesting. Plowing through the cannon fodder and then killing the nasty boss at the end of the level is the usual way that shooters run. Contra is something more along the lines of walking into blinding mayhem with projectiles coming from different directions. Bosses are at the beginning, middle, and end of most levels. Mechanical devices like turrets, robots, and strange aliens are all over the place. The enemies are in infinite supply and if an effort isn't made to keep them down in numbers, they can easily overwhelm your position while you attempt to take out tougher targets.

Fortunately, your character can duck, jump, and has two modes of fire. One is the typical shoot in the direction that you move, the other is a strafing mode where the gun, when firing, is always aimed in one direction regardless of where you move.

While Konami isn't known for punching out super blockbusters, Contra has always been a winner, and this latest 32-bit installment to the series is no different. Start saving those pennies. November will be around the corner before you know it.

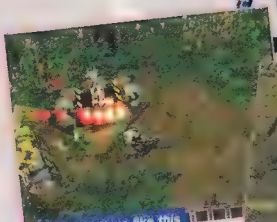
Walk into a bamboo hut and enter...a bar with two playable arcade games?



This napalm dropping jet is how the level starts.

Hmm... two cannons and a tad bit Deja vu?

Bosses are really cool in this game.



Bad situations like this happen all the time.

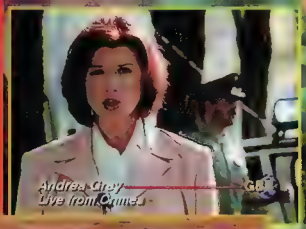
This tank is the first boss-like enemy in the game and is not easy.

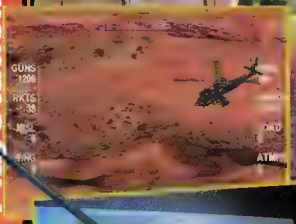
Alien Hero with Homing Laser vs. Spider Thing with Big Head.

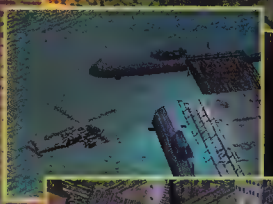
- **Size:** 1 CD-ROM
- **Style:** 1-Player Helicopter Combat/Strategy
- **Special Features:** Living Battlefield, STRIKE.NET Intelligence Web, Enormous Texture-Mapped Desert, Sea and City Scenarios, Massive Carnage, Strategic Resource Management
- **Created by:** Electronic Arts
- **Available:** November for Sony PlayStation and Sega Saturn

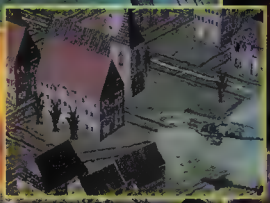
SOVIET STRIKE

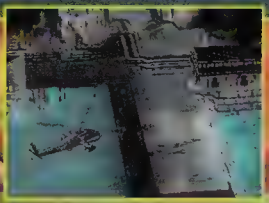
Battle at the Shores of the Baltic Sea











The Cold War has left its legacy of danger and intrigue. Gangs run rampant through the former Soviet Bloc nations peddling weapons faster than lip gloss at an eighth-grade dance. The Baltic Fleet, pride of the Soviet Empire, lies idle at the shores of the Baltic sea. Already, warring factions are struggling for control of the nuclear fleet, and you, as an agent of the STRIKE organization, must stop this war before it can begin. Saddle up STRIKE pilot, and lock into ***Soviet Strike*** – the first 32-bit Strike title from Electronic Arts.

Since day one, EA has been treating this game with kid gloves. No rush, no shortcuts, no compromises, this is what the original Strike developers demanded. What they have come up with is a game that relies on strategy as much as combat and flight skills. In order to fully appreciate the depth of programming and intelligence involved in the development of *Soviet Strike*, one must first understand the "War Room" at Electronic Arts. Before one bit of programming had started, giant maps, full relief terrain grids, random movement and strategy simulation were all drawn and played out in the old Dungeons & Dragons style. After the game had been played through on paper and maps, the programming began. Fully rendered, textured terrain, life-like buildings, oceans, mountains and video clips were shot on scene throughout Europe and Asia. Impressive looking copters, tanks, subs and ground vehicles complement the incredible detail given to *Soviet Strike*.

Many of the old Strike game elements were kept, specifically the ability to blow up just about everything, the necessity to manage resources, and the emphasis on specific leaders as targets. Certain renegade factions may temporarily help you on your quest, but move them too close to another army and the two will only fight each other. A special agent in the guise of a reporter will even creatively cover up your mishaps, explaining away the destruction of a hospital or small village. This all takes place upon what EA calls a "living battlefield." Armies, targets and humans will continue to move regardless of their proximity to the player's screen. Interactive music will even heat up as the battle increases.

We have seen many games that have been this long in the making. Often, these games promise much and deliver little. *Soviet Strike* immediately captures the eye as a game that successfully melds together action, strategy, graphics and (for once) important FMV sequences. Look for *Soviet Strike* to launch its attack this November. EA is hoping for a victory before the holiday season.

Virgin Interactive is incorporating a couple of traditional playground games into a futuristic action video game. Grid Runner, developed by Radical Entertainment, is a mix of a rousing game of tag and capture the flag that will be appearing soon on both the Sega Saturn and Sony PlayStation.

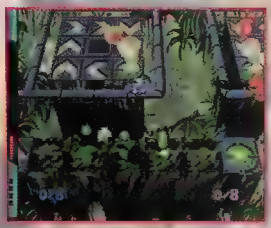
The basics of the one-player game are to locate and possess an allotted number of flags placed within an enormous grid of obstacles, conveyors, and other pitfalls before your opponent does the same. The game of tag is incorporated when the first flag is captured by one player and the other becomes "it." The player who is "it" (denoted by a red "X") cannot capture any flags until the opponent is tagged "it." Aiding you in the tough task of keeping your opponent off your back while capturing the allotted number of flags, are a number of special powers. Your character has access to a speed spell, warp spell, a blaster weapon, a slow opponent spell, and a block builder. Some of these are limited in use through a magic meter that is displayed on the side of the screen that can be replenished by picking up colorful magic orbs.

Each of the areas consists of three stages against a respective opponent. Some opponents are fast; some pack a lot of firepower, and others are just plain stupid. You must beat all three stages to advance to a bonus round where you'll be able to collect orbs that will increase your character's magic, agility and speed.

The two-player game is the same in many ways but in it you'll go head-to-head in a split screen mode (the PlayStation version also features a Link Mode where up to four players can compete using two PS-Xs and a Sony Link). You'll also be able to select what world you want to compete in. A handicapping setting will make it possible for the novices to beat the masters.

Grid Runner's simple and fast paced play coupled with some strategic elements offers players a non-stop action thriller that really shines in the head-to-head game. ■

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action (4-Player Via Sony Link)
- **Special Features:** 2-Player Split-Screen or Link Mode, Password or Memory Card Save, Bonus Levels, Increasing Player Attributes, Control Configuration, Player Handicap (2-Player)
- **Created by:** Radical Entertainment for Virgin
- **Available:** Now for Sony PlayStation



The Bottom Line

PlayStation 7 **Saturn 7.25**

Andy, The Game Hombre

	PS-X	SS
Concept:	6	6
Graphics:	8	8.25
Sound:	7	7
Playability:	5.5	6.5
Entertainment:	5.5	6.5
Overall:	6.75	7

"In concept, this is a great game. However, when it comes to execution this game falls a little short. Ideally, this game should be a lot like Bomberman; a frantic and fun battle to complete some simple tasks. Instead the game is loaded down with lots of graphics that make the gameplay and speed suffer accordingly. Also, there aren't any power-ups to collect during the levels (other than little balls that increase your speed and weapon strength) that could have given the game a little more depth. I guess this game's not bad if you plan on playing a lot of two-player, but otherwise you'll get bored rather quickly."

Paul, The Video Game Fanatic

	PS-X	SS
Concept:	7.5	7.5
Graphics:	8.25	8.5
Sound:	8	8.25
Playability:	8.5	8.5
Entertainment:	6	6
Overall:	7.25	7.25

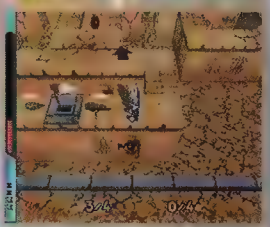
"Mixing the concepts of some old playground games is a fairly unique idea, but I don't know if it really came through in the one-player game. It's the same thing over and over and the only real differences I can find in the stages are the level designs and an enemy that is a little faster. It is almost identical on both systems in terms of play, but the edge goes to the Saturn in terms of graphics. The multi-player game is the most enjoyable as the one-player game is just too short. Grid Runner looks and plays well, but I found it to lack a wide variety of power-ups and special weapons."

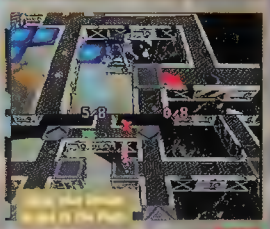
Ninja, The Raging Gamer

	PS-X	SS
Concept:	6.75	6.75
Graphics:	7	7.25
Sound:	8.5	8.5
Playability:	7	7
Entertainment:	6.25	6.25
Overall:	7	7.25

"Plain and simple; I didn't like this game. Yes, the concept is new and exciting, but the game is repetitive and boring. Run around, grab the flags, and move on to the next opponent. That's all you do! The graphics are above average and the sound is superb, but the gameplay is really limited. Virgin has opened the doors to something great with the tag concept, but they have to explore this new realm more thoroughly before they can impress me. However, if you are going to buy this game, check out the Saturn version. It blows the PS-X offering out of the water."

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** 2-Player Split-Screen, Password or Memory Save, Bonus Levels, Increasing Player Attributes, Control Configuration, Player Handicap (2-Player)
- **Created by:** Radical Entertainment for Virgin
- **Available:** Now for Sega Saturn





Sundays are the Greatest Days of them All

MADDEN 97

EA SPORTS ONE on ONE SYSTEM MATCH-UP

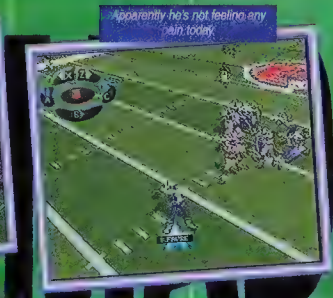
- *Size:* 1 CD-ROM
- *Style:* 1 to 8-Player Football Game (With Multi Tap)
- *Special Features:* Exhibition, Season or Tournament Modes, Full Selection of NFL Stadiums Including Hawaii, Create Player, Free Agent and Trade Options, Salary Cap Rule, Multiple Skill and Penalty Levels, Secret Teams
- *Created by:* Tiburon for EA Sports
- *Available:* Now for Sega Saturn and Sony PlayStation

Saturn

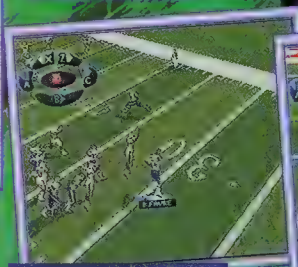
Fall is here once again and to many people that can only mean one thing - Football Season!!! That's right, the Sabbath we call Sunday is now comprised of 3 1/2 hours of hard hitting action followed by the compulsory pick-up game at the local patch of grass. Here at Game Informer, the new football season has been officially baptized by the arrival of Madden '97.

It appears EA Sports has outdone their previous Madden games both in terms of player control and computer intelligence. Seasonal play is where these improvements truly stand out. The AI appears to "learn" as each game progresses. Forget about stocking your teams with all superstar players. Not only will the salary cap make this impossible without a serious compromise in bench depth, but the computer will likewise increase its players' capabilities to counteract the superstar mentality (remember, there's no "I" in team). Games also get tougher as the season progresses, and if you're one of the players who "goes to the well once too often" with a bread and butter play, the computer will learn this play and stymie it almost every time.

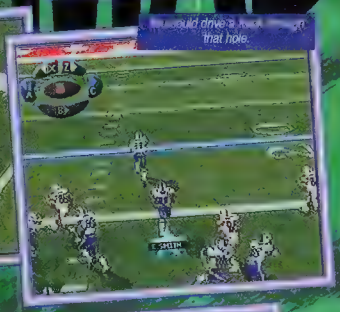
The Pro Bowl always takes place in Hawaii.



Apparently he's not feeling any pain today.

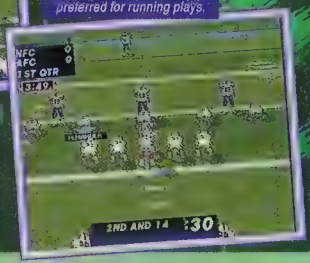


This defensive end made the Pro Bowl on the basis of his 4 ft. vertical.



...could drive a ... that hole.

The Classic Cam is ... for passing...



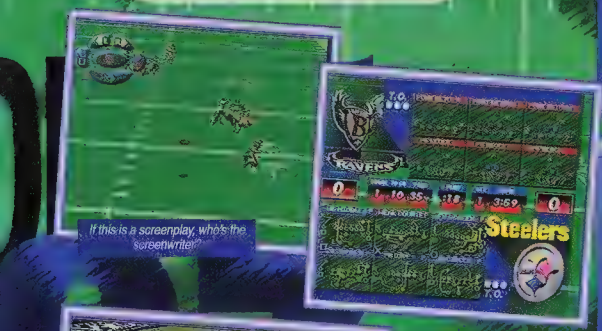
...while the Madden Cam is preferred for running plays.

...a timing pattern to the back of the end zone.

Choose to play a whole season or set up your own tournament, either can be saved to memory. The exhibition mode is always available for a quick match-up and user records can be turned on or off at will. There is also a Pro Bowl at the end of each full season where selection is dependent upon a full season's performance. In addition to all current NFL teams, choose from great teams of the past and All-Decade secret teams.

Madden '97 is rife with options including camera angles, substitutions, audibles, player creation, trades and a salary cap rule (and no, you can't frontload contracts). All parameters of a game can be changed including quarter length, injuries, skill level, penalty levels, controller configuration, stadium, weather and user records. There's even a Madden Hall of Fame that keeps track of longest plays from scrimmage, most yards per game, etc. We haven't seen the new GameDay yet, however, with all it has to offer, Madden '97 just might be the game to watch this fall.

PlayStation



Andy, The Game Hombre

	PS-X	SS
Concept:	8.5	8.5
Graphics:	9	9
Sound:	8.75	8.75
Playability:	8.5	8.5
Entertainment:	8.75	8.75
Overall:	8.75	8.75

"EA Sports proves once again that they are a video game sports machine. To date, John Madden '97 is easily the best football available (GameDay '97 is still nowhere to be seen). I am really impressed by the graphics and animation of this game. The players seem to pop right out of the TV. Overall, I would have to say I like the play control of GameDay, but the graphics and sheer number of teams and plays on Madden make it tough to beat on either system."

Jon, The Greedy Gamer

	PS-X	SS
Concept:	9	9
Graphics:	9.25	9
Sound:	8.75	8.75
Playability:	9.25	8.75
Entertainment:	9.5	9.5
Overall:	9.25	9

"Madden is classic football action at its best. The more I play the season mode, the more the greatness of the game reveals itself. The AI is super intelligent. I do have a few gripes, one being the limit of three audibles. With such a wealth of buttons, why not have 6 or 7 choices for audibles? This would improve the two minute drill and also allow for a no huddle offense throughout an entire game. Running seems a little easier on the Saturn, but the PlayStation is easier for passing (the tiny XYZ buttons can be cumbersome). Any fan of football should buy Madden '97."

Paul, The Game Professor

	PS-X	SS
Concept:	8.75	8.75
Graphics:	9	8.5
Sound:	9	9
Playability:	8.75	8.5
Entertainment:	9.5	9.5
Overall:	9	8.75

"The wait for the 32-bit Madden is finally over and I'm glad to report that I'm very pleased with the results. The classic Madden feel is still present, but I would have liked to see a few more moves a la GameDay. When you put the two games against each other they are virtually identical, but graphically, the edge has to go to the PS-X. I also found that the play control was a bit tighter on the Sony as well. Although this game reaches its peak played against a friend, I'm glad to see that EA bumped up the difficulty so you can't trounce the computer with any team. One major gripe I have is with the running game. It just doesn't seem to work for anyone, even the computer. However, who the heck really used the running plays in the old games?"

The Bottom Line

PlayStation 9.0

Saturn 8.75

Personal Hygiene Not Required

THREE DIRTY DWARVES

- **Size:** 1 CD-ROM
- **Style:** 1 to 3-Player Action
- **Special Features:** Three Difficulty Levels, Obscure Level Bosses, Special Attacks, FMV Cartoon Clips, Compatible With 6-Player Adaptor, Unlimited Continues
- **Levels:** 15
- **Created by:** [illegible] Interactive
- **Available Now for Sega Saturn**

▶ THE BOTTOM LINE 7.75

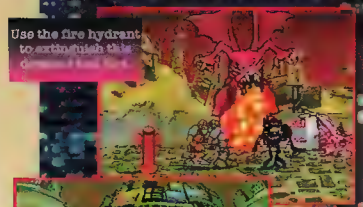
Four children combined Einstein's theory of relativity, the superstring theory, and the laws of chance to create the ultimate role-playing game. Their goal is to open the doorway to a parallel world and escape the military imprisonment they've lived with their entire lives. The tools they use on the other side are the *Three Dirty Dwarves* (TDD), a gang of ruthless, stinky, foul mouthed goons who will do anything to save the children. The children need the dwarves' help, and the dwarves need your help in the fight for the freedom of children everywhere.

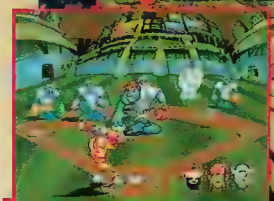
This is, in fact, the very first game to be published by SegaSoft. If this is just a glimpse into the future of what SegaSoft is capable of, then get excited. This somewhat obscure action title has beautiful animation and great gameplay; above all, it's a constant laugh-a-thon. The Three Dirty Dwarves utilize all the necessary ingredients of comedy to their fullest. Whether it's a censored streaker, a chicken-riding voodoo god, or the crazy dwarves themselves, you'll surely get a laugh out of what TDD has to offer.

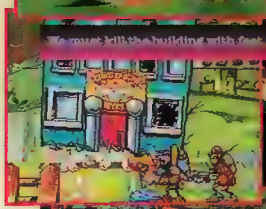
Up to three human opponents can play simultaneously, each controlling an individual dwarf - Corthag, Taconic, and Greg. The dwarves all have unique traits and methods of attack. Greg takes the great American pastime to new heights with a baseball-fu style of fighting. His special moves include quadruple home run smashes and the nasty bat to the head. Taconic is the kingpin of the group and will bowl over the competition whenever he can, and Corthag takes LA's pastime of shotgun mayhem to the streets. Individually...they're a menace. Together...they mutilate the masses.

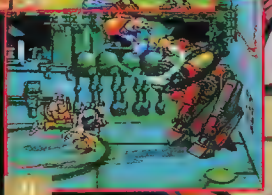
Gameplay consists of constant action. Staying alive is easy if you can just keep your dwarves on their feet. If one goes down, whack him on the head to stand him up right again. Fifteen levels, several of which are bosses, consume this CD. The three difficulty levels also introduce a new aspect of gameplay. Some level designs actually change depending on the difficulty selection.

SegaSoft has done a knockout job with Three Dirty Dwarves. The humor cannot be topped, and the need to see the end cartoon will keep you playing. Keep your eyes peeled for the dwarf invasion!









REINER, THE RAGING GAMER

Concept:	8.5
Graphics:	8.25
Sound:	8.25
Playability:	8.5
Entertainment:	8.75
OVERALL:	8.25

"Now that [illegible] my kind of guy's game [illegible] kick-ass SegaSoft incarnation of the same [illegible] Mario 64 [illegible] Dirty Dwarves [illegible] none—except your [illegible] characters instead of the [illegible] gameplay is in its own league with [illegible] side-scrolling, on-screen action and special [illegible] before. There isn't much of a [illegible] since the game is short, and there's nothing hidden [illegible] levels; however, it's a riot that [illegible] to be seen at least once."

ANDY, THE GAME HOMBRE

Concept:	8.5
Graphics:	8.75
Sound:	8.5
Playability:	8
Entertainment:	8
OVERALL:	7.75

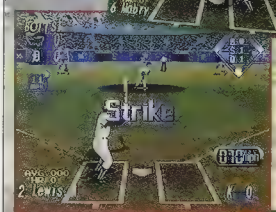
"I am impressed that SegaSoft tried to do something new with these wild and crazy guys; however, the game becomes really repetitive and is way too easy. I did find this game to be ridiculously funny and the multi-player mode is a definite party hit. Unfortunately, as a 1-player game it takes out, even with all its great animation and gameplay intricacies (which is the main reason it scored so well). Rent it and check it out because this game is fun to play; it just grows old quickly."

PAUL, THE GAME PROFESSOR

Concept:	8
Graphics:	7.75
Sound:	7.5
Playability:	8.5
Entertainment:	8
OVERALL:	7.25

"This game is filled with hilarious cartoon cut-scenes that are almost more enjoyable than the game. It is nice that there are a variety of games included, but it all ends too quickly. Sure, there are the three difficulty levels, but it adds very little to the replay value. The three-player game is also really fun, but this game has nothing over Guardian Heroes in that department. It is a humorous romp through a bunch of goofy levels, but it doesn't bring much to the action genre other than a little comedy."

The Game of Ages!



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Baseball
- **Special Features:** Player Editor for The Upcoming 1998 MLB Expansion Teams, Full Season Mode, Home Run Derby, Farm Prospects, Speedy Menu Access, Multiple Views
- **Created by:** Sega Sports
- **Available:** Now for Sega Saturn

It's one of our oldest, dearest traditions, a sport where the stadium hurls one into the arena of rivalry, patience, splendor and spectacle. Long periods of stasis suddenly explode into a triple play...the ninth inning rally snaps a seven game losing streak...the Cubs win the pennant (it could happen). Enter World Series Baseball II, Sega's latest update to their smash hit of last fall.

As an update of last year's version, WSB II has made some noticeable improvements. After the complaints of many fans, Sega has introduced an all new player create mode. Entire teams can be created. However, existing franchises are immune to trades and player creation. There are two teams provided that can be edited (they're the '98 expansion teams). Another important addition is the availability of farm prospects. Some of those rookies are just waiting for a chance.

Enjoy each and every Major League stadium, beautifully rendered with all the odd corners and green monsters intact. An all-star game can be played, and this year the player's uniforms are noticeably true to their home colors. Also, when you play a full 162-game season, the mid-season all-star game is based on statistics (very cool). The voice-overs have been expanded, and snide comments always seem to surface during key points in the game.

Baseball, of course, is a game that is based upon averages. In order to see how these averages work out, choose to play the full 162-game season. When is it time to put in the southpaw? Where should you bat your contact hitters? If you have the patience, test out these questions on Sega's new World Series Baseball II. Maybe you, too, can win the pennant.

▶ The Bottom Line 9

Paul, The Game Professor

Concept:	8.5
Graphics:	9
Sound:	9
Playability:	9
Entertainment:	8.75
OVERALL:	**8.75**

"Other than the stadiums and the custom teams, this installment is basically the same as the one before. The field still seems too small in that a hit to the wall is too often just a single. The look of the players and their animation also appears to be identical to the first game. The fielding and pitching control, although traditional, is very tight, making it easy to perform spectacular catches. I think a trading option is necessary, but the custom team in the season mode is enjoyable. A good game, but I still want more."

Andy, The Game Hombre

Concept:	8.5
Graphics:	9
Sound:	8.5
Playability:	9
Entertainment:	8.5
OVERALL:	**9**

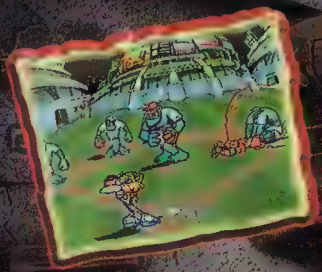
"Once again, World Series Baseball 2 is another great title from the minds at Sega. Although this game isn't that much different than the original, it does offer a couple of new options including all the stadiums and a brand new team edit mode. One problem that stands out - you can only edit two teams, and you can't make trades with any other teams, which is both good and bad. In the end, World Series Baseball II is a lot like the original. It's fun to play and easy to get into."

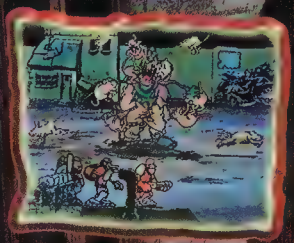
Reiner, The Raging Gamer

Concept:	9
Graphics:	9.25
Sound:	9
Playability:	9
Entertainment:	8.5
OVERALL:	**9**

"I've always been a huge baseball fan, and when a game like World Series Baseball 2 (the second chance at perfection) comes around, I can't help but be a little wary. Yes, Sega has added all the stadiums and updated the rosters, but what else makes this installment sequel worthy? Nothing. It doesn't need any more. Once again, Sega preserved the pure essence of WSB – fast flow and above all, pure realism. It's undoubtedly the best arcade baseball simulator to date. However, it still needs more stats and a trade player option."

PLAY DIRTY!





- Thousands of evil orcs have landed in the big city—make sure they get a rude welcome!
- Choose a dwarf (Greg, Taconic or Corthag) and one of their trusty weapons (baseball bat, bowling pin or shotgun).
- Blast, bludgeon or seven-ten split hordes of villians in the Bronx, then rescue four genius kids taken by a sinister general.
- Alternate between the dwarves on the fly to unleash special moves or combine them for fast attacks in "brawl mode" or "morph dwarf."
- Three Dirty Dwarves delivers non-stop head smashing action with a high-energy sound track and a look all its own!

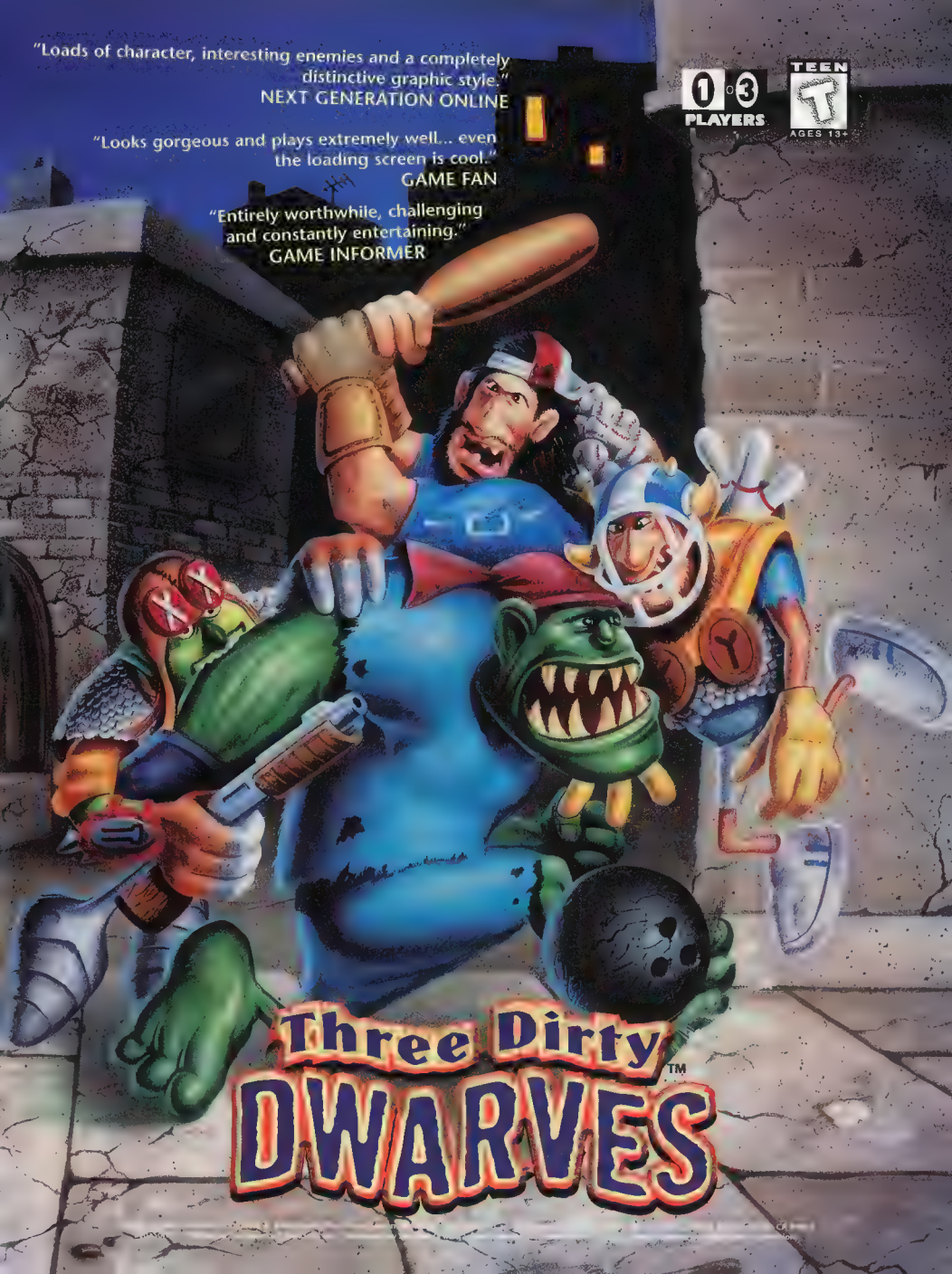
Three Dirty Dwarves™ for Sega Saturn™ and Windows® 95

SEGA SATURN

MICROSOFT WINDOWS COMPATIBLE

Appaloosa

SEGASOFT


"Loads of character, interesting enemies and a completely distinctive graphic style."
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GAME FAN
"Entirely worthwhile, challenging and constantly entertaining."
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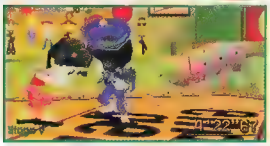
Virtua Fighter Kids

- **Size:** 1 CD-ROM
- **Style:** 1 to 2-Player Head-To-Head Tournament Fighting
- **Special Features:** Multiple Skill Levels, Programmable Combos, Instant Replay for Big-Hit Combos, Ranking Modes
- **Created by:** AM2 for Sega
- **Available:** Now in Japan, November for US Saturn

They're Virtually the Same



The scene is the Akihabara area of Tokyo, August, 1996. Twenty Virtua Fighter 2 machines stand side by side. Out of the crowd cries the voice of a gamer daring to be different, "Tekken 2 Rules!!!." The young man is promptly escorted out of the arcade and admitted to the nearest mental institution. Sounds absurd, you say? Well perhaps, but Virtua Fighter 2 is the hottest game in Japan right now. It's not uncommon to see twenty machines lined up side by side. So why do the Japanese frown on Tekken 2 while embracing VF2?

One major and important difference is, of course, defense. The martial arts are centered upon defense, thus any true fighting game must embrace this "gentleman's" ideology. In VF2, blocking coupled with a perfectly timed counter attack is the only way to succeed. VF2 also offers astounding graphics and smooth play, with killer (but not ridiculous) combos.

By now you'll have noticed that we've been talking about VF2, when we should be talking about Virtua Fighter Kids. The reason the two can be used interchangeably is that they're "virtually" the same game. The characters have changed into short midgets but still possess all the same moves and combos. So what's different about VF2 Kids? Well, not much.

For one thing, endings and options for endings have changed. Fight through each character until the final battle with Dural (fought under water). After this battle, win or lose, the player is treated to an FMV clip of their character. This film is saved into the "movie house" and can be accessed anytime. Perhaps the most important additions are the programming modes. In conjunction with the player's handbook, moves can be saved into a string, making for some helatious combos. Players can even access or play against the feared aquarium-head Dural, the most mysterious element of the game.

In terms of programming moves, the Combo Maker feature allows you to create and save up to 10 files of moves for each character. Each combo can have up to 20 different steps. In addition, there is an option that limits the amount of times a combo move can be used in a match (1 to 5 or infinite).

In closing, there are two reasons the game is called Virtua Fighter Kids. The first is that the characters are supposed to appear as kids, and as you can see by the shots there is quite a bit of difference from the original. The second reason is that players can choose Kids mode where combos are automatic. A few quick hits of the punch button unleashes a storm of combo fury. So if you already have VF2 and you're looking for a new fighting game, be wary of purchasing VF Kids. As you can tell by now, Virtua Fighter 2 and Virtua Fighter Kids are just too darn close for comfort.

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Game Informer MAGAZINE

TRAINING CARD

#29

Take this card with you to your local arcade and show'em who knows all the moves!

[illegible]:

HAYATO:

Slicing Combo: (A) X 4
Sniden: D, DF, F + (B), (A)
Overhead Sword: F, DF, D, DB, B + (A)
Byakkohuun: F, B + (K)
Jumping Swipe: (K) + (G), (A) or (B)
Asyura: D, D, D

JUNE:

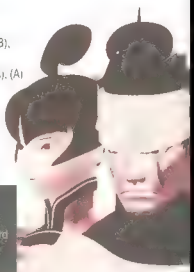
Kick Fury: (K) X 4
Ego's Smash: D, DF, F + (A), (A)
Ring Spin: D, DF, F + (B)
Somersault Kick: D, U + (K)
Side Cartwheel: D, DB, (B) + (G)
Double Somersault Kick: D, DB, B + (K), (K)
Spin Slash: B, F + (B), (K)
Comet Clutch: F, B + (K)
Backhandspring: (K) + (G)

GAMOF:

Axe Slash: (B) X 4
Gamma Tornado: B, F + (B) repeatedly
Gamma Momentum: D, DF, F + (K), (B)
Gamma Screw: F, DF, D, DB, B + K
Forward Flip: (K) + (G)
Roll: D, DB, B + (K) + (G)

SATURN:

Yo-Yo Combo: (B) X 4
Firecracker: B, F + (K)
Topspin: D, DF, F + (B,
Acrobat Combo: D, DB, B + (B), (B), (B)
Trapeze Combo: D, DF, F + (A), (A)
Sidedash Slash: B, F + (B)
Hidden Yo-Yo: F + (K), (A)
Sidestep: D, DB, B + (G)



Legend:

(A) = Vertical Slash
(B) = [illegible]
(K) = [illegible]
(G) = Guard
B = Back
[illegible]d
U = Up

Game Informer MAGAZINE

STAR GLADIATOR

#29

GERELT:

Lightning Scarlet (A) X 4
Lightning Kick (K) X 4
Southern Arrow
D DF, F + (A), (K)
A Storm F, DF D, DB, B
+ (A), tap (A)
Sweep DF + (K)
Spanish Dance
B + (A), (A) (B)
Handstand Thrust
B, F + (K) + (A)
Shoulder Roll
B, F + (K) + (G)

GORE:

Perfect Recipe (B) X 4
Composite Conversion
D, DF, F + (B)
Green Bubble D, DF, F + (A)
Complete Rest D + (K) + (G)
Grab Spin (A) + (B) close
Increase Volume D, D, D

VECTOR:

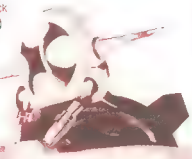
Torso spin (B) X 4
Laser D, DF, F + (K)
Upper Bazooka
Shot F + (A)
Low Beam
Bazooka DF + (A)
Faceplant to Spin-Kick
D,J + (K) (K)
Back Roller Dash
DB + (K) + (G)

RIMGAL:

Tail Combo (K) X 4
Flame D, DF, F + (K)
Sidestep Kick B F + (K)
Mule Kick D DB,
B + (K), (K)
Tele-Down D, D
Lower Flame D DF, F +
(K) (while down)

ZELKIN:

Kick Fury (K) X 4
Dashing Slash Kick
DF + (A), (K)
Thunder Rim
Combo
B, F + (B), (K)
Air Lazerin D + (A)
Super Jump D, U X 2
Sky Destruction D + (K)
(while super jump)



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WEREWOLF THE APOCALYPSE

Rage On!

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action/Adventure
- **Special Features:** Seven Characters, SGI Rendered Graphics, Free Floating Isometric Camera View, 3D Environments, Human and Wolf Morphing
- **Created by:** Capcom
- **Available:** First Quarter '97 for Sega Saturn (and Sony PlayStation)

Werewolf stories have been a big part of pop culture lore for quite some time now, but not once (except Teenwolf), has one suggested that the wolves might actually be the good guys. In White Wolf's creation Werewolf: The Apocalypse, the Garou (werewolves of legend), are actually the protectors of all creation. An evil force known as the Wyrm has attacked Gaia (the Spirit of the Earth) like a cancer and has begun to pollute her land and corrupt her people. A pack of seven Garou have been appointed Gaia's protectors and have risen to destroy the Wyrm once and for all.

Now Capcom has brought White Wolf's creation to life. Werewolf: The Apocalypse is a vast game with non-stop action that takes you through the streets of New York, the hills of Ireland, and the Australian Outback. If this sounds like too much of a burden for your little self, you can always ask a friend for help through the magic of 2-player simultaneous gameplay. As the player, or players, progress through the game, they'll build up a fair supply of Rage Points (allowing players to morph into three different forms) and Gnosis Points (enabling special magical attacks through use of player items).

Werewolf: The Apocalypse features SGI rendered graphics displayed through an isometric view. Gamers haven't had a chance to experience true werewolf action yet, excluding the NES title Werewolf and the Genesis collection of Shadow of the Beast, and surely you'll all agree it's time.

NICE PUNCH.

Unfortunately, he has an iron jaw (and a rocket launcher).

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CRIME WAVE

THE FUTURE IS NO PLACE FOR A BICYCLE

At first glance, Crime Wave appears to be very unique in its style and attention to detail in terms of buildings and other cars, but as soon as the action starts you realize that it's a shoot-em-up with some handy features. It appears to have borrowed its concept from both Car Wars and Mad Max.

You are a self-employed cop who has taken it upon himself to blast the bejeezus out of criminal car warriors who seem to enjoy wandering about town blowing up innocent drivers. The mayor of this not-so-peaceful town has made police business into a private business where competing "cops" have no qualms about eliminating you in less than subtle ways. When an enemy car is destroyed, players are rewarded with power-ups like improved missiles, mines, and additional fuel.

The roads are fairly complicated. Players will spend most their time bumping into innocent cars while the car they are [illegible] making a quick getaway or a competitor is taking pot shots at them. This sort of thing is not appreciated by civilians trying to get to work and the sounds of frustrated honking permeate the atmosphere. Small details like this can often add a great deal to the quality of gameplay and it is hoped that Eidos will add a lot more to the final version of the game. The best way to describe the overall feel of Crime Wave is [illegible] with heavy artillery. It certainly has a lot of potential.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Third-Person Shooter
- **Special Features:** Multiple Cars, [illegible]
- **Created by:** [illegible]
- **Available:** [illegible]

TOMB RAIDER

The Adventures of Lara Croft

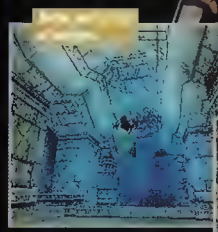
Ever since the first Indiana Jones movie, the gaming public has longed for an adventure game that emphasized exploration and action without the standard track of action/platform or the fighting sequences of RPG's. Tomb Raider just might fit that niche. With stunning 3D terrain, players can explore catacombs, pyramids, dungeons and jungles.

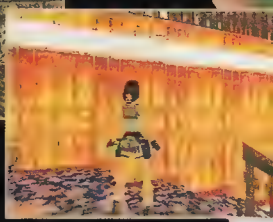
Tomb Raider is one of the most anticipated games of the fall. Rather than feature yet another male hero, the bold and beautiful Lara Croft will explore the mystical ruins and terrain of the Tomb Raider world. What could be better than running through ancient catacombs, battling menacing bears, and shooting wolves? And all this on your quest to find the legendary "Scion" gem.

Lara will have a few weapons at her disposal including dynamite, two fast loading pistols, a shotgun, and a magnum. What sets Tomb Raider apart from the First-Person Shooter genre is the [illegible] rendered graphics and the immensity of its individual worlds. Leap into water and swim through tunnels; fall from tall heights and dive roll as you shoot down bats. Hidden stuff is everywhere and often Lara has to move blocks of stone, throw switches, or blast areas with grenades.

From what we've seen the wait appears to be well worth it. The concept of Tomb Raider stands out in a crowd. It's one of the most original titles on the 32-bit systems. If you're still peeved about not getting Resident Evil on the Saturn, then relax and dream about Tomb Raider coming to the Saturn this November.

- **Size:** 1 CD-ROM
- **Style:** 1-Player 3D Action/Adventure
- **Special Features:** Fully Rendered 360° Terrain, Catacombs, Water Scenes, Multiple Enemies, Stunning Graphics, Dive Rolls and Jump Flips
- **Created by:** Eidos Interactive
- **Available:** November for Sega Saturn (and Sony PlayStation)





TETRIS Plus

ANOTHER CLASSIC LAUNCHES ON 32-BIT

When the words video game and puzzle are used in the same sentence, the name Tetris almost immediately comes to mind. The simple and addicting game of turning and placing block pieces to form a solid line has graced arcades, PCs, and home systems for many years. The Russian born game now makes its way to the 32-bit gaming arena in the form of Tetris Plus, courtesy of Jaleco.

Tetris Plus includes the classic game of descending pieces that can be played in both one-player and two-player mode. The "Plus" in Tetris comes in the form of a puzzle game where you must help a little professor reach the bottom of the playing board before a set of spikes takes him out. Just like the traditional Tetris game, the "Plus" game increases in difficulty as the stages progress. A two-player versus puzzle mode allows you to compete head-to-head in three difficulty levels. Another addition to the classic Tetris is an Edit Mode where you can design your own puzzle stages.

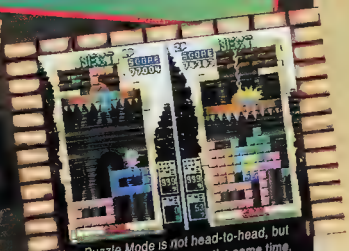
Tetris has already proven itself a winner in the video game world. It may not have flashy graphics or a speedy frame rate, but the pure addictive qualities of this game will have you thinking of colored blocks and solid lines in your sleep.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Puzzle
- **Special Features:** Classic Mode, Head-to-Head Puzzle Mode, Create Your Own Puzzles
- **Created by:** Original Design by Alexey Pajitnov for Jaleco
- **Available:** Now for Sega Saturn (and Sony PlayStation)

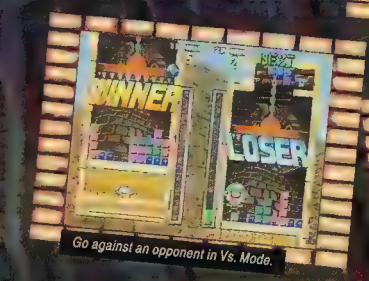
▶ THE BOTTOM LINE **7.25**

A typical stage in the Puzzle Mode. Get the professor to the bottom.

Design and save your own puzzles.



Puzzle Mode is not head-to-head, but two players can play at the same time.



Go against an opponent in Vs. Mode.

Hmmm....where should that go?

Play a version of the original in Classic Mode.

JON, THE GREEDY GAMER

Concept:	7.5
Graphics:	7.5
Sound:	7
Playability:	8
Entertainment:	8
OVERALL	**7.5**

"I've always enjoyed the Tetris family of games, but Tetris Plus doesn't show me anything all that new. The puzzle levels are entertaining, at times frustrating, but overall they lack ingenuity and play value. Most of the basic Tetris elements are there, but there must be ways to add new excitement to the game such as designing your own pieces, more creative puzzles, larger game board, etc. A good game, but boring to get excited about.

PAUL, THE GAME PROFESSOR

Concept:	8
Graphics:	8.5
Sound:	7
Playability:	8
Entertainment:	7.5
OVERALL	**7.5**

"You can't really go wrong with a good game of Tetris. The extra puzzle game included is equally enjoyable and creating your own levels is a good option. However, I think they missed the boat on some of the two-player games. There really is no two-player Puzzle Mode or Classic Mode although you can play at the same time. Playing the original game is OK, but not having the ability to compete against game is sure a bummer nonetheless.

ANDY, THE GAME HOMBRE

Concept:	7
Graphics:	8
Sound:	6
Playability:	8
Entertainment:	7
OVERALL	**7**

"Overall, Tetris Plus is a pretty good game for any Tetris fan. While I was a little disappointed with the classic Tetris mode (I think I'd rather play the Game Boy version), I thoroughly enjoyed the Puzzle Mode. I guess if it came down to spending my money on a new game, there is a lot of stuff I would pick up before this game. Yeah, this is a new 32-bit version of Tetris, but it really doesn't offer that much over the previous 8-bit and 16-bit versions.

ALIEN TRILOGY

- Size: 1 CD-ROM
- Style: 1-Player First-Person Shooter
- Notable Features: Numerous W[illegible] Options, Stereo Sound, Dual Link [illegible] Mode, Mission Passwords, Super Power-Up Items
- Also For: Probe for Acclaim's [illegible]
- Available: Now for Sega Saturn

▶ THE BOTTOM LINE **8.75**

You're Ripley...a bead of sweat runs down your cheek; your T-shirt's torn and frayed. On the radar little yellow blips pulse closer and closer. You're low on ammunition but you've got your pulse rifle. Fire short bursts only! Watch the ceiling! There's one on your back! You run through an air duct and emerge within the Queen's nest. There she is – a monstrous alien attached to her egg sack. The extermination of the entire hive lies in your hands.

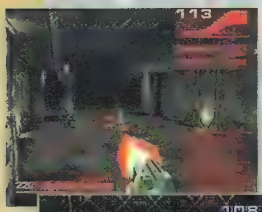
In case you haven't seen any of the Alien movies, here's the plan: after battling the colony and defeating the queen, airdrop into the prison; then return to space and battle more aliens on the spaceship. All the elements that made the Alien trilogy a box office smash are included in the game. Players walk around while being attacked from all sides by hostile xenomorphs and infected humanoids.

As in any first-person shooter, ammo is limited. Good strategies include shooting barrels of gasoline to destroy numerous enemies, strafing around corners and long distance targeting with the pulse rifle. Floating camera angles allow players to look up and down while inspecting ceilings, air ducts and walkways.

Level objectives change within each sub-level. Sometimes you'll have to collect ID Tags while destroying specimens. Other times you'll have to enable all the lifts. Some levels demand that you deactivate all the steam pipes, allowing Hudson, Vasquez and company further access into the colony. There are even several 60 second power-up levels.

Hidden areas are a huge part of the game and are accessed with grenades and seismic charges. They can be seen after obtaining the auto-mapper. Many of these areas must be accessed in order to clear the level. You'll also be graded on mission objectives and aliens killed.

This Saturn version is nearly identical to the PlayStation version, with only subtle differences in lighting and graphics. So to all those Saturn owners out there: stay sharp; shoot quick and work fast. If you don't, it'll be "Game Over Man!" ■



A sure sign of hidden areas.

She's somebody's mother!

Shoot the glass to release the specimens.

Use barrels of gasoline to destroy enemies.

ANDY, THE GAME HOMBRE

Concept:	9
Graphics:	8.75
Sound:	9
Playability:	8.25
Entertainment:	8.75
OVERALL:	**8.75**

"Compared to the PlayStation version, I would have to say that this version is inferior. While the gameplay is just as good, the lighting effects and animation on the PlayStation are much better. However, it really doesn't make that much of a difference because the game is still the same. This is a great Doom-clone for any fan of the movies who can overlook the one-dimensional level design and enjoy this game for what it's worth – blast those pesky Aliens."

REINER, THE RAGING GAMER

Concept:	9
Graphics:	8
Sound:	8.75
Playability:	8.25
Entertainment:	9
OVERALL:	**8.75**

"Alien Trilogy is the only 'epic' first-person title to reach the shores of the Saturn. While this version lacks some of the fantastic lighting and general effects of the PS-X, it still turned out to be a great game, proving that the Saturn can easily handle a title of this caliber. All three Alien movies have turned into instant classics, and this game fits right into the same category. The frightening essence of the movies has been captured beautifully by Acclaim Entertainment. If you want a first-person title that constantly pounds excitement, then you've found your chest burstin' answer in Alien Trilogy."

JON, THE GREEDY GAMER

Concept:	8.5
Graphics:	8.5
Sound:	8
Playability:	8.25
Entertainment:	8.25
OVERALL:	**8.25**

"The first time you play this game it's just like watching the movies. You skulk around waiting to be pounced on from all sides. It's a great game with a lot of levels and tons of power-ups and ammo. It's especially hard to find all the hidden areas. Making that decision to part with a precious seismic charge, only to have it do absolutely nothing can be very frustrating. But then again, there's nothing like getting rated 100% in the secrets category. A good game with above average play-value."

by Erik, the PC Jedi

When Two Gaming Worlds Collide

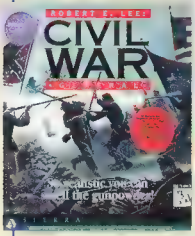
I had recently visited Gen Con in Milwaukee (a roleplaying game convention hosted by TSR) and was very impressed with some of the pen and paper RPG to PC conversions that were being displayed. Most RPG to PC translations are fun, but often lose much of the flavor of the worlds they represent. The commitment I saw at Gen Con to putting out true-to-form RPG PC games could throw a whole new light on this small but solid area of the PC gaming industry.

Master of Orion II: Battle at Antares – Microprose 9.25

Master of Orion II is everything MOO fans have been asking for. It is similar to Master of Magic in the way colonies are managed (food is now an issue) and its use of heroes (for flying ships and managing colonies). Star systems can have more than one planet. Ships can no longer be stacked and are limited by the number of star bases you have. Combat has become more complex with much larger playing fields and the addition of factors like sectored shielding, ship orientation, and boarding of disabled ships. There are three new races: the Elerian telepathic warrior women, those lucky financial experts, the Gnolams, and the aquatic space-bending Trilarians. Races can also be custom made (similar to the custom wizard feature of MOM), but your score at the end will suffer for this (especially if you insist on making your people too nasty). Orion itself is pretty much the same deal, but now players must contend with the Antarans, a sociopathic, other-dimensional race bent on the destruction of all alien life forms. Finding a permanent solution to the Antaran problem is crucial once their attacks become more frequent. MOO II will no doubt be well received by fans of the original. However, people should be warned of the complexity factor, as it takes quite a while to learn how to kick butt in this game.

Robert E. Lee: Civil War General — Sierra 8.75

War gamers and civil war enthusiasts will dig this game. If you're both of these, stop reading this article and buy this game right away. Combat takes into account a wide variety of statistics, units, and combat factors applicable to the Civil War Era. Units consist of infantry, cavalry, artillery and specialists (sharpshooters and scouts). The combat ability of a unit is a function of morale, supplies, firepower, experience and the unit's leader. Civil War General also takes terrain into consideration with regard to movement, cover, height and visibility. Players who want to play the Union can do so, but the entire campaign can only be fought as the South. The game is done beautifully, featuring work by historical artist Mort Künstler and movie shorts featuring live re-enactments of the war. The classic battle hymns that play throughout the game also add to the feel of the times. Civil War General is a good, solid war game with extensive long-term play value. Even "Yanks" will have no problem taking on the role of "Johnny Reb."



recent releases

- **Shadoan** – Virtual Image Productions
  8.75 Cool story and simple interface make this a good family game.

- **Astrorock** – Atlantean
  4.75 It's fun like Asteroids but I would be pretty angry if I shelled out more than five bucks for a game that plays like a shareware intro. Wait for this one to hit the bargain bin if you're interested.

- **Z** – Bitmap Brothers
  8.25 Command and Conquer with a wacky sense of humor. Fun game.

- **The Art of Fly Fishing** – Gametek
  7.5 We had Jon (our resident fisherman) look at this one. He was impressed with the use of actual competition streams, selection of flies, and casting. Not a great feat of marketing concepts but actual fly fishermen might get a kick out of it.

- **Total Control Football** – Philips
  8.0 The GM and Simulation were what made the grade for this game. Actual gameplay doesn't even come close to football on the platforms though.

- **Return Fire** – Williams/GT Interactive
  8.25 Classical music, fast gameplay, and a terrific two-player mode make this capture-the-flag title a real blast.

Games to Look Out For:

There were a lot of nice looking games at Gen Con. **Westwood** was proudly displaying ***Command & Conquer: Red Alert***. **Microprose** has teamed up with **FASA** (an RPG company) to create a great looking strategy version of their ***Battletech*** game. A very detailed PC version of ***GURPS*** (Generic Universal Roleplaying System) was being demonstrated by **Interplay**. **SSI** has a huge line-up of products slated for the near future, but the most attractive looking game at the con was **War Wind**, a Warcraft-style game played on an alien world. **Sierra** is hard at work on ***Birthright*** for PC, a game in which players assume the roles of great movers and shakers of nations in a fantasy world rife with war and intrigue.

Converts to PC seem to have become something of a trend lately. **Sega** will be releasing a number of original games and converts from the arcade and its systems for PC. Among the more impressive titles available will be ***Virtua Fighter*** (no special graphics cards needed), ***Manx TT Super Bike***, ***Sega Rally Championship***, ***Daytona USA***, and ***Virtua City P.D.*** (Virtua Cop). **Squaresoft** will be releasing Final Fantasies V and VI (VI was III in the States) for PC and **Electronic Arts** will be releasing a PC version of ***Road Rash***.

Road Rash for PC isn't all EA has been up to. EA conglomerates are gearing up to get some big-name sequels out this fall. **Bullfrog** will be releasing a number of games including **Gene Wars** and ***Syndicate Wars*** that should be available now. **Jane's Combat Simulations** will continue to publish through EA. Their fall lineup includes ***NATO Fighters***, ***U.S. Navy Fighters '97***, and ***The Lost Files of Sherlock Holmes***. In addition, **Origin** will be releasing ***Crusader: No Regret*** and ***Privateer: The Darkening***, also due out in this fall.

ARCADE BRIGADE™
PREVIEW

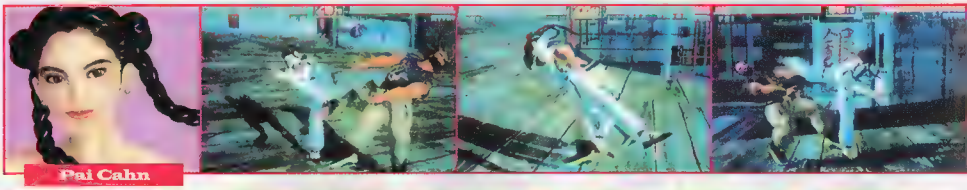
By Ryan MacDonald

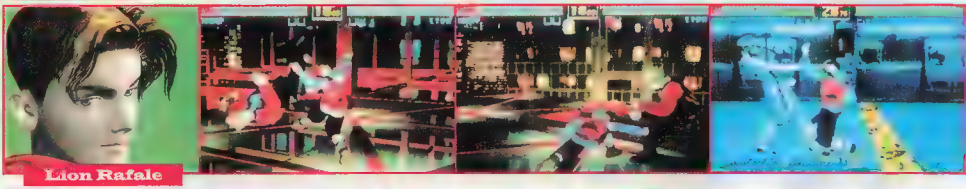
Responding to gamers everywhere, Sega has finally released Virtua Fighter 3 into the Japanese market. While the U.S. version of the game won't make its debut until the AMOA this fall, GI wanted to make sure you are still up to date on all the current VF3 info. Besides breathtaking new graphics (supplied by Sega's new Model 3 board), VF3 features two new characters and an additional button to control 3D movement. The button is labeled "E", which GI is guessing stands for evade. This button, which is placed to the far right of the straight four-button configuration, allows you to move the player laterally in VF3's 3D environments.

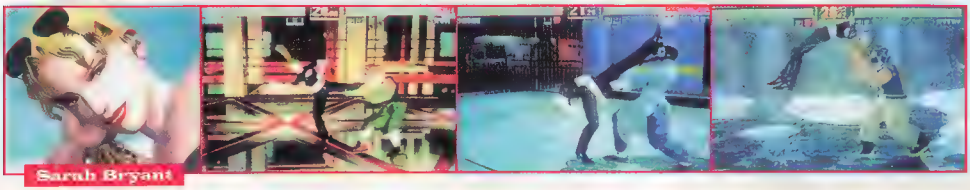
That's all the information we have for now, but we'll keep you updated as soon as we hear anything new. Until then you'll just have to look at the pictures and dream of the Virtua Fighter experience that is yet to come.

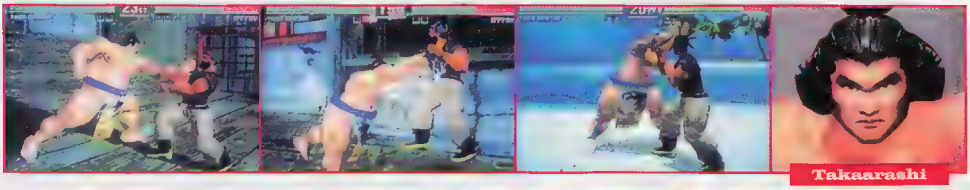
- ***Size:*** *Arcade*
- ***Style:*** *1 or 2-Player Head-To-Head Tournament Fighter*
- ***Special Features:*** *New E Button For 3D Movement, First Arcade Machine to Use Sega's Model 3 Board, Two New Characters*
- ***Created by:*** *AM2 for Sega*
- ***Available:*** *4th Quarter '96 in an Arcade Near You*

Virtua Fighter 3





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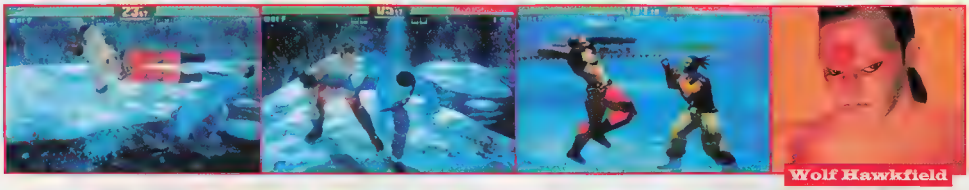
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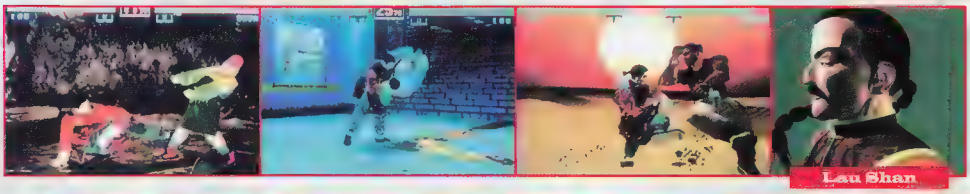
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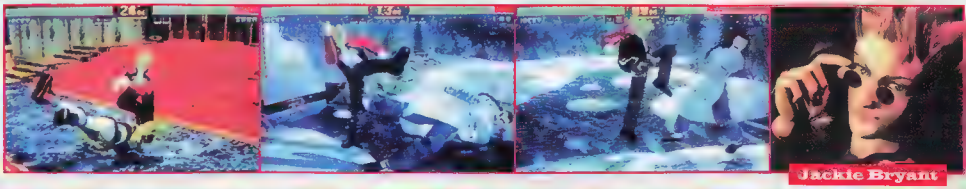
Jeffry McWild

Kage Maru


Jackie Bryant

Shun Di

GLANCE

Tetris Attack

Game Boy **Review**

Size: *Two Megabit*
Style: *1 or 2-Player Puzzle*
Special Features: *Variety of Play Modes, Yoshi and Other Characters Present, Two-Player Aggressive Game*
Created by: *Nintendo*
Available: *Now for Game Boy*

Overall: 8.5

The general word in the office on the original Tetris Attack for SNES is one of profound approval, and Tetris Attack for Game Boy was liked almost as much. The only thing different on Game Boy, other than the color, is a smaller play field. Setting up combos becomes a lot harder and riskier when there is less space for your blocks to fall; however, the game is still fun and has a lot to offer. There are multiple modes of play including a puzzle mode where you are given a series of blocks that you must remove in a certain number of moves. Tetris Attack is a worthy sequel to the original Tetris. It's fun and easy to learn, but hard to master.

Bushido Blade

PlayStation **Preview**

Size: *1 CD-ROM*
Style: *1 or 2-Player 3D Head-To-Head Fighter*
Special Features: *No Time Limit or Life Meter, Vast Fighting Arenas, Various Fields and Obstacles Within Those Arenas*
Created by: *Square Soft*
Available: *4th Quarter For Japanese Sony PlayStation (U.S. Release Date Unknown)*

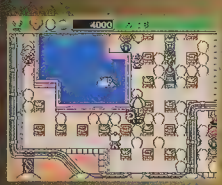
Fighting games in Japan are growing by leaps and bounds. No longer confined to a stage style arena, competitors now roam through castles and courtyards in search of their foe. Bushido Blade from Square Soft pits fighters against one another in various arenas throughout an enormous castle complex. As well as being able to choose a specific character, players can now choose their weapon as well. Both simple and complex moves can trigger combinations, and with the absence of a health and time meter, players are able to fully enjoy the intense and competitive experience of free range, 3D arena combat.

Super Bomberman

Review

Size: *1 CD-ROM*
Style: *1 or 2-Player Action Puzzle Game (10 Players With Multi-Tap)*
Special Features: *Normal, Battle and Master Game Modes, Hidden Power-Ups, Multiple and Unpredictable Enemies, Bosses*
Created by: *Hudson Soft*
Available: *Now for Sega Saturn (U.S. Release Date Unknown)*

Bomberman is huge in Japan! There are controllers that look like the bomberman, T-shirts, all the goodies that any consumer would long for. The game itself is fast paced and action packed. Work your way through a series of mazes, blasting through obstacles and blowing up enemies. Be careful though; blow away the wrong barrels and you'll unleash a horde of enemies. Up to ten players can compete on one screen using the Multi-Tap, or two players can play the Normal and Master games. The bosses offer more than a challenge. Try the game once and you'll find yourself coming back again and again.



Major Damage

Saturn Preview

Size: *1 CD-ROM*

Style: *1-Player Action/Platform*

Special Features: *Two Characters to Choose From, Wacky Music, Lots of Animation, Power-ups, and Cartoonish Mayhem*

Created by: *Capcom*

Available: *1st Quarter '97 for Sega Saturn (and Sony PlayStation)*

Imagine being transported to a wacky cartoon dimension in which your sole purpose is to run around and do damage while Pulp Fiction style surfer music plays in the background. Sound like a good idea? It may prove to be so if Capcom does a credible job on the final version of this game. What we've seen so far is very limited, but it looks like the key to this game's success lies in how far the creators are willing to play up the humor factor. The characters are all goofy and things blow up a lot. The shooting in the game is combined with an action/platform environment to create a kind of Contra satire that is both playable and fun.

Pandemonium

PlayStation Preview

Size: *1 CD-ROM*

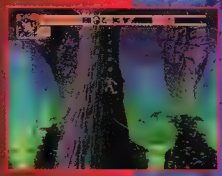
Style: *1 or 2-Player 3D Action/Platform*

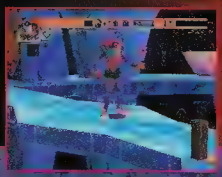
Special Features: *Character Morphs, Side-Splitting One Liners, Freestyle 3D Camera with Zoom, Fast Paced Platforming Action*

Created by: *Crystal Dynamics*

Available: *December for Sony PlayStation*

Prepare for Pandemonium. Still riding high off their success with Gex, Crystal Dynamics is once again infusing humor and comedic blurbs into an action/platform thriller. Pandemonium features 3D backgrounds; however, the characters remain affixed to a track. Merely pressing right on the directional pad will typically advance the character along the level, into the background, or towards the viewer. The graphics truly show off the power of the PS-X, and Pandemonium appears to be the PlayStation's answer to NiGHTS. Choose your character; listen to the madcap voiceovers from famous comedians, and check out the zany graphics.





Spot Goes to Hollywood

PlayStation Preview

Size: *1 CD-ROM*

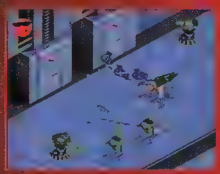
Style: *1-Player Third-Person Action/Platform*

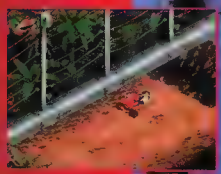
Special Features: *Variety of Gameplay, Humorous Satire of Movies and Classic Games, Power-ups and Bonus Areas*

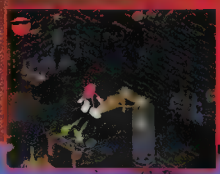
Created by: *Burst for Virgin*

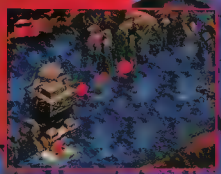
Available: *November for Sony PlayStation*

Those wacky Spots from the commercial world are back in their first game for the 32-bit systems. Spot Goes to Hollywood is an action/platformer with a cutesy sense of humor. Most of the levels are based on movie cliches and spoofs on classic games. There is one bonus level, for instance, where Spot flies his green bottle with wings through a very Zaxxon-type environment. There are also obvious movie references like Spot riding in a mine car or escaping a tyranosaurus on his Big Wheel. Some of the humor is a tad on the corny side, but not quite to the point of insulting one's intelligence. Overall the game looks like a good time, but we won't know for sure until they cut the final version.









Rattlesnake Red

PlayStation Preview

Size: *1 CD-ROM*

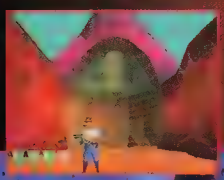
Style: *1-Player Action/Platform*

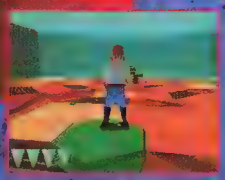
Special Features: *Roughneck Character, Really Funky Music, Impressive 3D Engine, Dynamite and a Shovel for Weapons*

Created by: *Acclaim Entertainment*

Available: *Fourth Quarter for Sony PlayStation*

Taters and beans! Take on the role of a rough and tough miner out west. The version we have of the game is not even close to complete but holds much potential. The music was great and the graphics were pretty smooth. Check out the close-up we have of the miner's face taken during gameplay. You can actually see stubble. The movement is impressive as well. The one boss enemy we came across was a massive and very lifelike bear that Red is supposed to beat up with a shovel. The game's characters seem to be a mix of polygons and something else. We look forward to seeing a reviewable version of Rattlesnake Red.





Super Breakout / Battlezone

Game Boy Review

Size: *4 Megabit*

Style: *1-Player Classic Arcade Action*

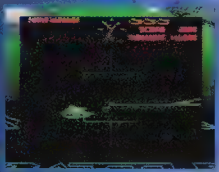
Special Features: *Near Perfect Translation From the Original Arcade Games, Memories of Simpler Times, Super Game Boy Compatible*

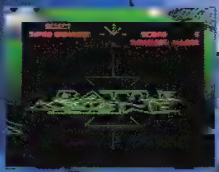
Created by: *Atari for TH*Q*

Available: *Now for Game Boy*

Overall: 8.25

Ahhh...Memories of days gone by when vids didn't require fatalities and heaps o' mayhem to be cool. GI is always excited about an arcade to platform translation and this game fits the bill perfectly. It's hard to imagine younger players not enjoying a game of Battlezone. Besides being one of the first 3D engines, Battlezone is a difficult and exciting game to play; however, veteran gamers who miss this classic won't be disappointed because the general concensus here is that it's exactly as it was in the arcade. Super Breakout, one step ahead of Pong and one behind Arkanoid, is also an exact translation and the kind of good time that could bridge any generation gap.





Final Fantasy Tactics

PlayStation Preview

Size: *1 CD-ROM*

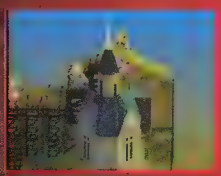
Style: *1-Player Strategy RPG*

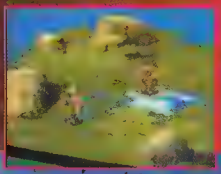
Special Features: *Multitude of Character Classes and Abilities, Continuous Shifting Views of the Battlefield, Simplified Strategic Elements, Familiar Characters*

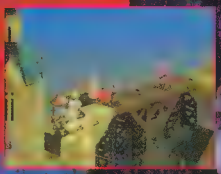
Created by: *Squaresoft*

Available: *Spring of '97 for Japanese Sony PlayStation (U.S. Release Date Unknown)*

With the upcoming release of Final Fantasy VII, Square Soft will also be delivering a sibling, or as they like to call it, "the other FF". Their big selling point is that FF Tactics is a strategy game for people who find strategy games too complicated. The game uses an advanced combat system based on the RPG party concept in which a group of characters work together as a team to overcome their opponents and obstacles. The difference between this game and regular RPGs is that it focuses purely on opponents. FF Tactics includes over 20 different types of character classes and over 400 different skills and attributes. From what we've seen of the demo, FF Tactics has very impressive graphics and amazing special effects.







Mega Man 8

PlayStation Preview

Size:
1 CD-ROM

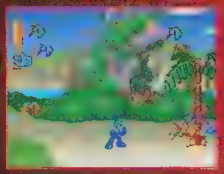
Style:
1-Player Action/Platform

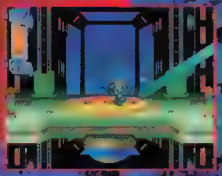
Special Features
Customizable Powers, The Return of Rush, Newly Designed Animation and Graphics

Created by:
Capcom

Available: *First Quarter '97 for Sony PlayStation (and Sega Saturn)*

For ten years now Mega Man has made an impact on gaming, and it's only common sense that there would be a new version for the 32-bit consoles. So here it is – Mega Man 8, a redesigned action/platform title that will knock your socks off. The graphics have actually changed (for once), and several forgotten characters return, such as Rush – the wonder dog! The biggest change in this title, besides the graphics, is the option to customize Mega Man's abilities. Make his shots more powerful, faster, balance his energy distribution – you name it! The Rock is back in gaming!





Saga Frontier

PlayStation Preview

Size:
1 CD-ROM

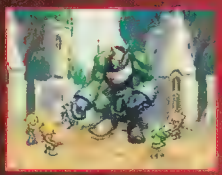
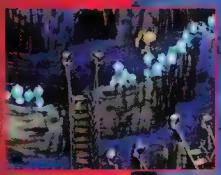
Style: *1-Player RPG*

Special Features:
Nonlinear Plot Lines, Choice of Party Members, Blend of Medieval and Futuristic Technology (speculation)

Created by:
Square Soft

Available: *Spring of '97 for Sony PlayStation (U.S. Release Date Unknown)*

Square Soft will be releasing yet another installment of the Saga series (known as the Romancing Saga in Japan) and it looks amazing. The game is being engineered to be very dynamic, with player characters who all have their own goals and agendas. The plot line will twist and turn and allow the player numerous choices over their own destiny, creating a story and adventure that is unrestrained by the game's design and will, in theory, make for countless possibilities. We can't tell you much more until we have a demo; until then, look at the pretty pictures and try not to drool.

PGA Tour '97

PlayStation Review

Size:
1 CD-ROM

Style:
1 to 4-Player Golf Game

Special Features
New Risk Meter, Wide Selection of Pro and Amateur Golfers, Choice of TPC at Sawgrass or Links at Spanish Bay, Eight Camera Angles, Elimination of Shot Power Estimator for Pros

Created by: *EA Sports*

Available:
Now for Sony PlayStation

Overall: 8.25

What has been one of the most popular golf titles to date has just gotten better. When playing as a professional in any of the competition modes, the shot strength estimator will no longer appear. Instead, a risk meter will help you figure out the math in order to combine strength, club and pin distance. With the absence of this helpful tool, chipping and putting is much more difficult. Play the Classic TPC at Sawgrass or, for a Scottish experience, choose The Links at Spanish Bay. Select from 14 pros or 8 amateurs. Be sure to bring along your caddie for tips, suggestions, and to hold the pin while putting.

Beyond the Beyond – PlayStation

The Golden Orb Trick – The gods gave you these Orbs, and so far they appear to do nothing. If you happen to be in the enclosed valley and are heading in the direction of the cave, then the Orbs will be to your benefit. Using this item will teleport you to the location of your missing character. You won't have to go through the tiresome process of cave exploration in the enclosed valley anymore. A great trick once mastered!

Secret Chests – You've probably stumbled upon several chests that won't open without a certain key. Well, here's where to find it. It's in the cave of the Sleeping Dragon, and you'll probably have to play through most of the game (at least to the enclosed valley) before access to it becomes available.

Location of Chests

Sleeping Dragon Cave (1 Chest) – Go to the house in the cave of the Sleeping Dragon to find the chest holding the ultimate sword.

Bandooru (2 Chests) – One is in the inn and the other is located in the dungeon of the castle.

Shimon (1 Chest) – It is hidden at the south end of the second floor of the Sacred Tree.

"The Rhino"
Toledo, OH

Adidas Power Soccer – PlayStation

Woman Announcer – In Arcade Mode go to the Commentator option and press ● and ■ to hear a new announcer.

Dream Team – Go to the Options Screen and press **L2** , **R2** , ■, and ✖ to access the ultimate soccer team.

Moves (for Arcade Mode)

Back Drop – ● + ▲
Heel Kick – ■ + ✖
Super Shot – ▲ + ✖
On the Run – ■ + ●
Pull – ▲ + ● (defense)
Big Kick – ■ + ✖ (defense)
Ultimate Push – ▲ + ✖ (defense)

"The Human Torch"
New York, NY

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Spawn – SNES

Level passwords for Spawn.

Level	Energy	Password
2	9999	D9963DID
3	9759	092B382F
5	9891	894G498G
6	9767	891B591G
7	9287	01BG51GD
8	7127	8G859GDF
9	5743	8991CB5G
10	6003	DF618G6H

Tyrone Fuller
Minneapolis, MN

The Need for Speed – Saturn

Hidden Car and Track – Go to the Tournament Mode and enter TSYBNS. Exit the Tournament Mode and you'll have access to the Warrior car and the Lost Vegas track.

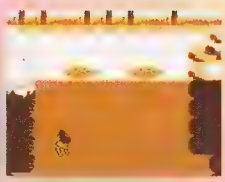
Rally Mode – Hold down the **L** and **R** Buttons while selecting a race. If done correctly the track will transform into dirt.

"Virtua Gap Boy '96"
Minneapolis, MN

Battle Arena Toshinden Remix – Saturn

Camera Trick – Begin any match and pause the game. Go into the Options, hold down the **L Button** and highlight Exit. While still holding **L** press the **R Button**. This should access the free camera movement. Use the **L** and **R Buttons** to spin the angle, use **Y** and **Z** to zoom in and out, and use the directional pad to pan Left, Right, Up, and Down. This is a welcome addition to any fighter.

Matt Anger
Muskego, WI



Pocahontas – Game Boy

Enter all these nature filled codes at the password screen and sing a song. A beautiful song.

Level 2 – KPGXH4T8
Level 3 – CMQZB6R1
Level 4 – JWDLF7K7
Level 5 – TGNDX3V9
Level 6 – HFSBD2M6
Level 7 – QZJRL1W4
Level 8 – BPXCV7Z3
Level 8.1 – SDLFT8G2
Level 9 – RWHJX9Z5
Level 10 – MVNGB4C6
Level 11 – KCQTD3W1
Level 12 – TBPRG5H8
Level 13 – QFCMX2B9
Level 14 – VDHKS6L7
Level 15 – BNJHZ1R9

Jean Grey
Toballas, NH

Jurassic Park 2 – SNES

Level Select – On the Mission Select screen press (Buttons) **L**, **L**, **L**, **R**, **R**, **R**, **L**, **L**, **R**, **R**, **L**, **R**, **R**, **L**, **L**, **L**, **R**, **R**, and **R**. If entered correctly you'll be able to start any mission with unlimited continues.

Note – Weird things happen when this code is entered. Deja vu man, deja vu.

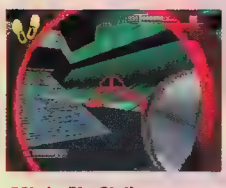
"Amy, The Giggling Gamer"
Indianapolis, IN

The Pagemaster – Game Boy

Here's a request from Access & Allies. It's not the complete password list but it will get you past the trouble of Adventure World.

Adventure World – LCJRYCRL
Fantasy World – JFPLRFXP

"The Game Guy"
St. Paul, MN



PO'ed – PlayStation

Weapons Galore – Need all the weapons? Enter the Map mode, press **Left** until the arrow points at you. Press **start** to return to regular view and, while the camera is turning, press **L1** + ■ + ✖ + ● at the same time. Now press select to get out, and then ▲ to check out all of your stuff.

Ammo Galore – For complete ammo, do a back flip (■ + **R2**) and press **Right**, ✖, and ●, all at the same time.

Invincibility – To gain invulnerability, you must have the drill. Find a safe place and access the weapons menu. Select the frying pan and leave the menu. Now go back to the menu and hold ● and **R1** down until you see a 999 flashing on the screen. You are now invulnerable. To cancel invulnerability repeat the code.

No Collision – PO'ed has a zero collision mode. Bring up the weapon select screen and press and hold **Down**/**Right** and then **L1**. You will need your jet pack to keep you up in the world.

The Ending – To access the endgame without actually playing the game, go to the menu and select Load Game. Now press **Right** and then ● while holding Right. Press ▲ to cancel and then press **Left** and ■. Press ▲ again and enjoy the show.

"The Eradicator"
Phoenix, AZ

Spider-Man: Web of Fire – 32X

Hello 32X owners! (creak, creak) Here's a code for one of the best 32X action/platform titles to date. Enjoy the debug!

Debug Menu – At the Sega logo (with Spidey standing on it) press **Up**, **Right**, **Left**, **A**, **Z**, **Y**. Start a game and press the following button for the code you desire.

Debug Menu – Press X
See Coordinates – Press Y
Max Out – Press Z

Todd Zenouk
Orlando, FL

Williams Arcade's Greatest Hits – PlayStation

MK3 Sound – Turn on the PlayStation without a game. Access the CD player and insert the disc. Two tracks containing Mortal Kombat 3 sounds will appear.

Arcade Menu – Press and hold **L1** + **L2** + **R1** + **R2** and **Select** on the "Start Screen" of the desired game for hidden adjustments (ala free men, difficulty, etc.).

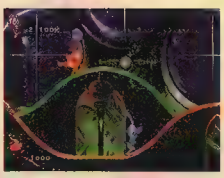
"The VidMan"
Uptown, MN

The Horde – Saturn

Pause the game and enter the desired code.

Invincibility – B, Up, Right, Down, A, Down, A, Right
Max Cash – Left, A, A, B, Left, A, Right, Down
Level Warp – Down, A, Left, Left, Down, A, A, Right
Complete Map – Left, A, Up, Down, B, A, A, B
Watch All FMV Clips – Right, A, Left, Left, A, Up, B
Super Speed – B, Right, A, B
More Items to Buy – B, Right, A, Left, Left, Down, Right, A, A, Left
Play After Destruction – A, Down, Down, Right, A, Down

Kerry Strug
Atlanta, GA



Earthworm Jim 2 – Saturn

Enter all of these codes at the Password Screen.

Level 2 – gun, energy, blue gun, sandwich, can worms
Level 3 – bubble gun, sandwich, sandwich, bubble gun, energy
Level 4 – triple gun, gun, missile gun, triple gun, blue gun
Level 5 – energy, bubble gun, bullet, can worms, Jim
Level 6 – bullet, sandwich, gun, Jim, gun
Level 7 – missile gun, blue gun, bubble gun, bullet, sandwich
Level 8 – blue gun, can worms, bullet, missile gun, Jim
Level 9 – bullet, gun, missile gun, bullet, Jim
Level 10 – sandwich, gun, Jim, blue gun, blue gun
Level 11 – triple gun, bullet, bubble gun, energy, bubble gun
Level 12 – missile gun, energy, bullet, energy, energy

Enter these codes after pausing during gameplay.

Homing Missiles – Y, A, Up, X, C, Left, Y, Up
Nuke 'em – Y, A, X, Up, Right, Right, Left, Up
Machine Gun – A, Up, Down, Right, Right, Left, X, C

"The Rhino"
Toledo, OH

Code of the Month!

Donkey Kong Country 2: Diddy's Kong Quest – SNES

75 Kremcoins – In Pirate Panic (level 1), go into K. Rool's cabin (don't collect the 1-up balloon) and leave. Jump over the first two bananas to the right and collect the next bunch on top of the barrels. Now head back (avoiding the bananas) to the cabin and grab the 1-up balloon. Repeat the banana process and head back to the cabin. Viola! Entering the cabin will give you 75 whopping Kremcoins! These will allow you to access the Lost World.

Tommy "Game Master" Keely
Webville, COM

Beyond the Beyond – PlayStation part 1

Once again Game Informer has the key to video game immortality. Use this guide wisely and be sure your friends don't get their hands on it, or they'll become a video game clone just like yourself. The following contents are arranged through certain events and titles in the game. You'll know when to use it.

The Village of Ayla

Take the flask that your foster father gives you and bring it to the cave to obtain the Mystic Water.

Ayla Cave

At the fork in the path take a left and go to the lava pit (just follow the plot). You'll see a tentacle take Annie. At this point go back to the fork and take the right path. Find the pool and fill the flask with Mystic Water. Take it back to the lava pit and use it on the evil pool to free Annie. Then use it on Annie to revive her.

The Village of Ayla 2

Annie and her brother will join you. Your mission is to find Samson. He is located in the town of Marion.

Marion

Go into the house that Samson came out of. Head down to the basement and flip the switch on the wall. A secret path to the castle will reveal itself.

Walk through the dungeon and meet up with Samson and he will join the party. Travel onward until you reach the cell containing Edward. The key to unlock the door is in the next cell. Once freed, Edward will join you. This event will also make the witch appear. There is no way to counter her spell on Samson.

Onto the Church

The Church is located to the east of Marion. Show the Rosaria item Edward gave you to the priest. He will open an underground path for you. Solve the sliding tile puzzle and enter the Underground.

Underground

Annie's brother will leave your party shortly after entering the cave. Two paths of destination await – the Tree Puzzle and the Golden Dragon Dwell (there is no way past the dragon).

The Tree Puzzle

Use the acorns to fill in the holes. Accomplish this feat and head to Saragoon.

Saragoon

Enter the sewers and find the secret way into the castle (the guards at the entrance won't let you pass).

The Sewers

(Jump down the wells)

The key to unlock the game is located under the liquor store (via the sewers), make sure you have it. Take the alternate route to the castle through the sewers. Samson will be tested, but since he is cursed he will fail, and will be accused of being an impostor. Enter the sewers again, and go through the castle entrance. Head to the backyard and grab the Mystic Seed from the Queen.

The Ancient Temple

The Temple is located in the south desert. This is the turning point of the game, so be sure to check everywhere and grab everything. The first item you need is the Moon-Shell (deep within the puzzle rooms). Head to Monmalt after you are clear of the temple.

Shimon

Through the cave is the only way to Shimon, so prepare for a trek. Be sure to get the Green Jewel before you leave the cave, you'll need it to obtain a new character. Talk to the Mystic Tree to find out how to cure Samson. Go to the far west side of the village and you'll find a sorcerer in a house. After this event a yellow sphere will follow you out of the city. Shortly after this, a new character will join your party.

Monmalt

Check out the treasure chests that you couldn't get to before you used the Moon Shell. Once you leave the town, it will turn into daylight again. Go back into the town and look for a man who is sitting down and talking to another villager. He will offer to trade your Moon Shell for an ancient stone piece. Trade it. You'll need the stone for Easto.

Easto

Travel through mist valley & the rainbow valley to find Easto. You will need the Magical Urn, which is located in the remote island across from the village of Easto. Find the statue in the eastern part of the village and use the stone piece with the statue. This will make a bridge appear between the village and the island. Once on the island, go to the temple, solve the puzzle there, and kill the sub-boss. Fire spells are good for this. Now you will receive the urn.

GAME GENIE SWAP SHOP

Battletech – Genesis

AX7T-AA7L
Infinite lives
AMZT-CA4Y
Don't take permanent damage
ATGA-CA54
Don't lose gun from overheating
AD3T-AAHW
Start on level 2
AS3T-AAHW
Start on level 3
AM3T-AAHW
Start on level 4
AX3T-AAHW
Start on level 5
693T-TGHG
Max Machine Gun ammo
9M3T-TAHT
Max PPC ammo
8X3T-TCHJ
Max Auto Cannon ammo

Romance of the Three Kingdoms 3 – SNES

CD68-7D22
160 extra ruler points for age 21 and under
CD68-74B2
160 extra ruler points for age 21 and up
DD87-EFC4
Costs 0 gold to hire soldiers
DD84-EF44
Costs 0 food to hire soldiers

Samurai Shodown – SNES

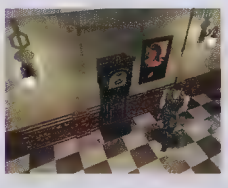
0D94-7401
Start with 1/2 energy
4D94-7401
Start with 1/4 energy
4F53-74A4
Start with 33 seconds on timer
DFE1-876D
One hit will max out power meter

Gunship – PlayStation

Infinite Ammo – 800a4298 03e7
800a429a 03e7
800a429c 03e7
800a429e 03e7
Infinite Fuel – 800a42aa 0064

Tokyo Highway Battle – PlayStation

Infinite Funds – 8006deb cffff

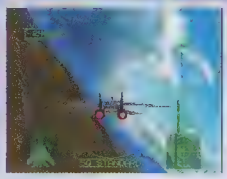


Resident Evil – PlayStation

Codes for guns and ammo (**note** - all guns have infinite ammo).
Acid Rounds – 800C8786 6408
Fire Rounds – 800C8786 6409
Colt Python – 800C8786 6405
(or) 6404
Shotgun – 800C8786 6403
Beretta – 800C8786 6402

Primal Rage – Saturn

Master Code – f6000914 c305
b6002800 0000
Infinite Health Player 1 –
160f9a3a 0000
Infinite Health Player 2 –
160f9a4c 0000
160f9ace 0000



Top Gun: Fire At Will! – PlayStation

Infinite Standard Missiles –
801cfeca 0064
Infinite AGM Missiles –
801cfecc 0064
Infinite MIRV Missiles –
801cfec 00064
Infinite Surefires – 801cfebc 0064
Infinite U238's – 801cfebe 0064

Legend of Oasis – Saturn

Master Code – f6000914 c305
b6002800 0000
Infinite Health – 16088da2 0ff0
Infinite Magic – 16088da6 0fff
Start with Bow – 16088720 0009

Worms – PlayStation

Infinite Health Worm 1 –
8014a54c 0064
Infinite Health Worm 2 –
8014a5f8 0064
Infinite Health Worm 3 –
8014a750 0064
Infinite Health Worm 4 –
8014a6a4 0064

Ghen War – Saturn

Master Code – f606b124 c305
b6002800 0000
Infinite Lives – 160948f0 3c64

Virtua Fighter Kids – Saturn

Play as Dural – At the character select screen highlight Akira and press **Down, Up, Right, Left + A.**

Gold Dural – At the character select screen highlight Akira and press **Down, Up, Left, Right + A.**

Fishy Dural – After you enter a Dural code simply press and hold the **C button** until the match begins. There's a fish on his head! Ha ha!

View Endings Again and Again – Each character has a rendered FMV ending, and instead of having to beat the game over and over again to view it, Sega has added a feature that allows you to go right to the FMV clips. Beat the game in Arcade Mode and a Mini Movie option will appear in the options.

"The Vindicator"
Phoenix, AZ

Decathlete – Saturn

Blimpy – Several events feature a blimp floating aimlessly in the background. **Player 2** can control the spin of the blimp by simply pressing the **D-Pad** to the right. Gosh golly, that's fun stuff!

Tony Fernandez
Fargo, ND

Show 'n Jam '96 – Saturn

Right before the game, at the second "Scouting Report" screen, go down to the "Continue" icon and press **C** and **Start**. Shortly after (when the screen goes black) immediately enter the code below.

Shot Indicator – Hold the **L Button** until the game begins. Then, press the Start button to pause. Exit this menu and return to the game. Each shot will now be tracked by percentage.

Michael Jackson
Denver, CO

Sink or Swim – SNES

Enter all of these at the password screen.

Stage 5 – CRUMBS
Stage 10 – JUMPED
Stage 15 – JIGSAW
Stage 20 – WARSAW
Stage 25 – BANANA
Stage 30 – OYSTER
Stage 35 – TENNIS
Stage 40 – ISLAND
Stage 45 – CRATER
Stage 50 – DENNIS
Stage 55 – PADDLE
Stage 60 – FATMAN
Stage 65 – SUMMER
Stage 70 – CLOUDS
Stage 75 – KEBABS
Stage 80 – LIZARD
Stage 85 – SILVER
Stage 90 – BRIDGE
Stage 95 – RECORD

Tommy "Game Master" Keely
Webville, COM

The Flintstones – SNES

Yabba Dabba Doo Credits – To see the hilarious ending credits simply input **HOAGIE TAKES COLD TREES** at the password screen. Sit back, watch the credits, and have a Bronto Burger on the GI Staff!

Tommy "Game Master" Keely
Webville, COM

Rise of the Robots 2 – Saturn

Hidden Character – At the character select screen press **Right**, **Right**, **Right**, **Up**, **Up**, **Down**, **Left**, **Left**, **Down**, **Down** to access Vitriol. He may actually have more than two moves! Wouldn't that be swell.

"The Dog Boys"
Madison, WI

By DOS Boy

Tek War

Enter all these codes on the keypad during gameplay.

Turn Off Police – NOGUARD
Turn Off All Objects – NOENEMIES
Turn Off Bad Dudes – NOCHASE
Turn Off the Public – NOSTROLL
Display the Intro – BRIEF

Magic Carpet 2

On the keypad press **I** and then type **WINDY**, then hit the **Enter** key. You can now use these keys.

Access all Spells – Alt-F1
More Mana – Alt-F2
Destroy All Walls – Alt-F3
Destroy All Castles – Alt-F4
Destroy All Balloons – Alt-F5
Heal – Alt-F6
Kill All Creatures – Alt-F7
More Spell Experience Points – Alt-F8
Free Spell Usage – Alt-F9
Invincibility – Alt-F10
Complete Current Mission – Shift-D
Complete Level – Shift-C

Rebel Assault 2

God Mode – While playing press **Alt + V**. A screen should appear. At this point type **LETGO** and press the Space Bar. If this works **(+)** will increase health and **(–)** will decrease it.

Andrew Morgan
Webville, COM

Rise of the Triad

Enter all these codes on the keypad during gameplay. **DIPSTICK** must be the first code entered.

Initiate Cheat Codes – DIPSTICK
No Damage – CHOJIN
Level Warp – GOTO
All the Goods – SIXTOYS
God Mode – TOOSAD
Mercury Mode – FLYBOY
Mushroom Mode – BADTRIP
Elastto Mode – BOING
Restart Episode – GOOBERS
Auto Run – SPEED
Rip on Bill Exit to DOS – GOGATES
Level Warp – GOARCH
Bulletproof Armor – SHOOTME
Gas Mask – LUNGDUNG
Dual Pistols – JOHNWOO
All Map – CARTIER

Prehistorik Man – SNES

Stage Skip & Level Select – At the Option menu highlight "Exit", hold down the **L Button** and press **Start** to return to the title screen. Now highlight "Game Start", hold down the **R Button** and press **Start**. Now with this code in place, press and hold **Select** anytime during gameplay to advance a level, or pause and hit Select to bring up the Level Select menu.

"The Codeman"
Bethlehem, CT

Sega

Sega Game Play Assistance
900-200-7342 (SEGA)
$.85 per minute for automated assistance and $1.05 per minute for live help.
Canada 900-451-5252
$1.25 per minute automated

Nintendo

Game Counseling
900-288-0707
$.95 per minute
Canada 900-451-4400
$1.25 per minute
Nintendo's Automated Power Line!
206-885-7529

Sony

900-933-SONY(7669)
$.95 per minute

Note: These lines may not have information for all titles.If you're under 18 be sure to get your parent's permission.

ACCESS & ALLIES

Operation: Code Hunt

Hey GI readers, how would you like to become our ally? Send in your codes for the games listed below and help out a fellow reader in a scrape, or if you're stuck on a game, send us a letter requesting codes and we will help you access the secrets right here in Secret Access.

Nintendo 64 . . . . . *MK Trilogy*
Wayne Gretzky 3D Hockey
SNES . . . . . *Ms. Pac-Man*
Marvel Super Heroes: Gems
PlayStation . . . . *Bogey Dead 6*
Die Hard Trilogy
Crash Bandicoot
Final Doom
Jumping Flash 2
Madden NFL '97
Mortal Kombat Trilogy
Robo Pit
Wing Commander III
Sega Saturn . . . . *Dragon Force*
Bottom of the 9th
Madden NFL '97
NiGHTS: Into Dreams
Genesis . . . . . *Bugs Bunny in Double Trouble*
Arcade . . . . . *War Gods*

Send Secret Access Requests To:
Access & Allies
Game Informer Magazine
10120 W. 76th Street
Eden Prairie, MN 55344

E-Mail: gionline@winternet.com

Secret Access Notice:

Send Game Informer Your Passwords and Codes and Win!

Send in your codes and passwords every issue, and if we print them you'll be entered in the Game Informer /ASCIIWARE Secret Access Contest. The Grand Prize is a ASCIIWARE controller of your choice.

PlayStation:
ASCII Pad PS,
ASCII Pad PS Special,
ASCII Stick PS,

Super NES:
Specialized ASCII Pad,
ASCII Pad,
Super Advantage,
Fighter Stick SN

Genesis:
ASCII Specialized Pad,
FIGHTER STICK SG-6

All runners-up will receive a Game Informer Secret Access T-Shirt to complement their wardrobe.

Send To: Secret Access
Game Informer Magazine
10120 W. 76th Street
Eden Prairie, MN 55344

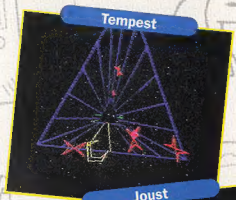
E-Mail: gionline@winternet.com

CLASSIC GAME INFORMER

GAMING FROM THE PAST TO THE PRESENT

ARCADE LORE

In the days of their infancy, one of the things that made video games so attractive was the legend and lore that surrounded them. In every arcade there was the storyteller, the kid who'd "driven to the mountains in Battlezone," or "turned his X-Wing fighter upside down" in Star Wars. This month we're going to explore some of those secrets. However, because their history is an oral tradition, much may be referenced that can't be wholly remembered. So if you dispute these claims, know of any that we have missed, or can provide answers to our questions, please feel free to write in with your Classic GI game codes. Here are a few pieces of Lore from arcades past...

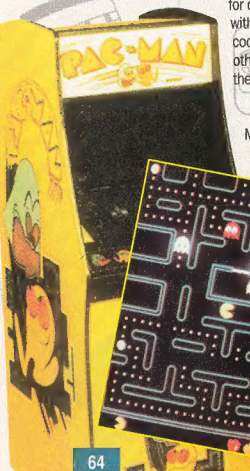


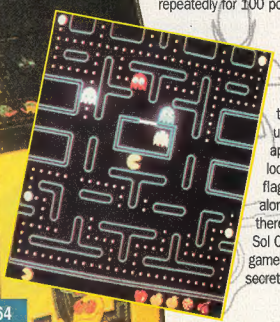
...One of the first games that seemed to initiate the search for codes and secrets was **Pac-Man**. If you remember correctly, the original game was beatable by simply repeating certain patterns. However, these changed at the "key" levels. The fifth key was the first level to be scrambled, then the 11th. It wasn't until a young man deciphered the 11th key that Namco was forced to install a universal scrambler...

...There is a way to get unlimited pterodactyls in **Joust** by resting on the center platform while the last enemy is caught in the grasp of the lava fist. This was an error in programming, as there were three pixel spaces left out of the pterodactyl's beak...

...On the 26th level of **Tempest**, there are two codes. To access the codes, your score must end in a certain number, which can be achieved by blasting the center spikes for one point per shot. You must then end your game with this as the last two digits of your score. One code allows access to all levels up to #81. The other provides forty free credits. Do you know the numbers?...

...In the Ziggurat levels of **Donkey Kong**, edge Mario as close as you can to Kong and jump repeatedly for 100 points a jump...



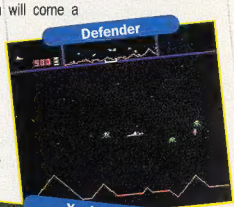


...In **Xevious**, as the salvo begins, immediately start bombing and move to the lower right of the screen. Keep bombing until the designer's name appears. Then, there are four locations in which secret 1-Up flags are randomly placed along a horizontal line. Lastly, there are hidden cities called Sol Citadels at five points in the game. Do you know where these secrets are located? We do...

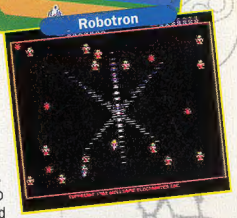
...If you were the first person to beat **Cliffhanger**, an old laser disc game, the machine was programmed to give you forty free credits so you could whip through it again...

...The game **Major Havoc** was one of the first to have a space for numerical codes that appeared directly on the level selection screen. Two of the numbers were 23 & 728. Do you know the others?...

...In Konami's **Track and Field**, during the javelin event, throw at the maximum angle so that the javelin disappears off the top of the screen. You'll hear a "squawk!" and down will come a comical bird with the javelin through its breast...



...In the classic space thriller **Sinistar**, there's a bug in the original code that allows a player to garner up to 250 extra lives. One must first be killed by Sinistar with only one life left. As the ship is spinning around inside the mouth, it must be hit by a stray bullet from a tank ship. The computer will subtract one life for this hit. Seconds later, the computer will subtract another life for dying inside the Sinistar. The computer then reads lives as negative one (a very large number in programming language) and rewards you accordingly...



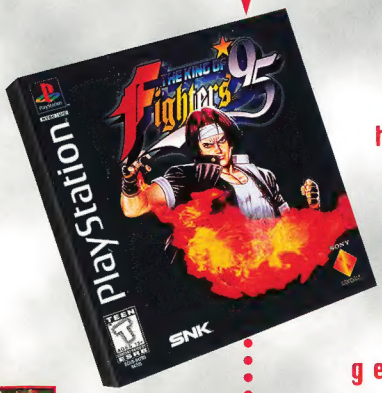
...**Robotron** is still one of the greatest games of all time. As soon as the game begins you can enter three quick combos to access the programmer's screen: 1 – Move right, fire up and hit player one start. 2 – Move up, fire down and hit player two start. 3 – Move down, fire up and then hold fire up and the screen will appear...

...Who can forget the classic scoring bug in **Defender**? When a player reaches 990,000 points, everything you shoot will be an extra life until the game is flipped at 1,000,000...

...Of course there were countless other games with coding glitches, buried secrets, and cool strategies, but we've tried to cover some of the more memorable ones. In many instances codes have been forgotten and we've asked for your help. Anyone who knows more about this subject is urged to write in. Who knows, if we get some good stuff maybe we'll start printing Classic GI Arcade Code of the Month!

start there

go here



coming soon

coming soon

get it?

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